

# PRIMA® Official Game Guide

# FARCRY 2



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UBISOFT



# FAR CRY 2

## PRIMA OFFICIAL GAME GUIDE

Written by David Knight



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ISBN: 978-0-7615-5934-4

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998, he co-founded and co-hosted *Game Waves*, a weekly webcast featuring industry news and game reviews. David's involvement with Prima Games began in the late '90s as a technical editor. After co-authoring a couple of guides with his brother Michael, David authored his first solo game guide in 2002 for *Rollercoaster Tycoon 2*. Since then, he's written more than a dozen guides for Prima Games, including books for *Battlefield 1942*, *Star Wars Battlefront*, and *SWAT 4*.



**We want to hear from you! E-mail comments and feedback to [dknight@primagames.com](mailto:dknight@primagames.com).**

### Acknowledgements

Prima Games would like to thank the Far Cry 2 development team at Ubisoft Montreal for their valuable input and gracious hospitality. An extra special thanks to Louis-Pierre Pharand, Clint Hocking, Alexandre Amancio, Patrick Redding, Kevin Shortt, Guillaume Frechette, Gaetan Richard, Jason Arseneault, Jean Raymond, Michael Micholic, Patrice Arseneault, Dominic Laroche, and Nicolas Beaufils.

Prima Games  
An Imprint of Random House, Inc.  
3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661  
[www.primagames.com](http://www.primagames.com)



## CONTENTS

<b>Foreword.....</b>	<b>4</b>	<b>Lumber Camp .....</b>	<b>57</b>
<b>Survival Training.....</b>	<b>5</b>	<b>Delivery .....</b>	<b>62</b>
Survival Basics .....	5	<b>Act I: UFLM Missions.....</b>	<b>65</b>
Key Locations .....	13	Direct Spear .....	65
<b>Character Dossiers.....</b>	<b>17</b>	Oeduard Rex .....	68
Buddies and Associates .....	17	Grow Op .....	72
United Front from Liberation and Labour (UFLM) .....	25	<b>Act I: APR Missions.....</b>	<b>76</b>
Alliance for Popular Resistance (APR) .....	27	Cop Killer .....	76
<b>Tools of the Trade.....</b>	<b>29</b>	Reap What Ye Sow .....	80
Primary Weapons .....	29	Junkyard Dog .....	83
Secondary Weapons .....	35	<b>Act I: World 1 Finale.....</b>	<b>88</b>
Special Weapons .....	39	Fool's Errand .....	88
Hand-Tossed Weapons .....	43	Defense Reversal .....	90
Mounted Weapons .....	44	Exile to World 2 .....	92
Equipment .....	45	Reprisal Killing .....	93
Supplies .....	47	<b>Leboa-Sako Side Missions.....</b>	<b>95</b>
Vehicles .....	47	Buddy Quests .....	95
<b>Leboa-Sako Mission Index.....</b>	<b>52</b>	Assassination Missions .....	104
Walkthrough Introduction .....	52	Convoy Missions .....	107
Critical Path Progression .....	52	Underground Missions .....	109
District Map .....	53	<b>Bowa-Seko Mission Index.....</b>	<b>112</b>
<b>Act I: Tutorial Missions.....</b>	<b>54</b>	Critical Path Progression .....	112
The Road to Pala .....	54	District Map .....	113
Town Escape .....	55	<b>Act II: World 2 Primer.....</b>	<b>114</b>
		Hornet's Nest .....	114
		Jackal's Buddy Rescue .....	118



<b>Act II: UFLL Missions.....</b>	<b>120</b>	<b>Classes .....</b>	<b>192</b>
Flying Jackal .....	120	<b>Maps .....</b>	<b>196</b>
Bunker Buster .....	124	<b>Map Editor .....</b>	<b>211</b>
A Bridge Too Far .....	128	<b>Far Cry 2: Behind the Scenes.215</b>	
<b>Act II: APR Missions.....</b>	<b>132</b>	African Safari .....	215
Dental Plan .....	132	Concept Art .....	217
Radio Armageddon .....	137	<b>Map Compendium.....</b>	<b>220</b>
Pipeline Crossing .....	141	Leboa-Sako (Northern District) ..	220
<b>Act II: The Chaos Begins.....</b>	<b>147</b>	Bowa-Seko (Southern District) ...	221
Warlord Assassination: UFLL .....	147	Leboa-Sako: Northwest Sector ....	222
Warlord Assassination: APR .....	149	Leboa-Sako: North Sector .....	223
Prison Break .....	150	Leboa-Sako: Northeast Sector ....	224
<b>Act III: Fractured Factions..</b>	<b>153</b>	Leboa-Sako: West Sector .....	225
Reprisal Killing vs. UFLL .....	153	Leboa-Sako: Pala Sector .....	226
Reprisal Killing vs. APR .....	154	Leboa-Sako: East Sector .....	227
House Cleaning: Part 1 .....	156	Leboa-Sako: Southwest Sector ....	228
House Cleaning: Part 2 .....	158	Leboa-Sako: South Sector .....	229
<b>Act III: World 2 Finale.....</b>	<b>160</b>	Leboa-Sako: Southeast Sector ....	230
Heart of Darkness .....	160	Central Desert .....	231
The Final Battle .....	162	Bowa-Seko: Northwest Sector .....	232
<b>Bowa-Seko Side Missions.....</b>	<b>170</b>	Bowa-Seko: North Sector .....	233
Buddy Quests .....	170	Bowa-Seko: Northeast Sector .....	234
Assassination Missions .....	177	Bowa-Seko: West Sector .....	235
Convoy Missions .....	180	Bowa-Seko: Port Selao Sector ....	236
Underground Missions .....	183	Bowa-Seko: East Sector .....	237
<b>Multiplayer.....</b>	<b>186</b>	Bowa-Seko: Southwest Sector .....	238
Getting Started .....	186	Bowa-Seko: South Sector .....	239
Game Modes .....	187	Bowa-Seko: Southeast Sector .....	240
Ranks and Upgrades .....	190		



## FOREWORD



FAR CRY 2 DEVELOPMENT TEAM, UBISOFT MONTREAL, 2008

Three and a half years ago we were given a specific mandate to rejuvenate the *Far Cry* universe by embracing a new, distinctive direction that would establish new standards in game design, storytelling, technology, and graphics. We wanted to take the first-person-shooter genre to the next level by giving the player unprecedented levels of freedom. We had lofty ambitions that were backed up with great support from Ubisoft. To achieve this we needed to find individuals who would believe in such a quest! Putting together a team of 150-plus was a huge challenge, but nothing compared to those the *Far Cry 2* team overcame by delivering this game. This game includes a deep and immersing single-player experience, provides a fast-action kick-in-the-nuts multiplayer, and puts an extremely robust and powerful map editor into the hands of the players.

This team's effort, dedication, and pride can be measured in the extreme quality of the result. As the representative of this great team I sincerely hope you enjoy the intense adventures that await you in *Far Cry 2*'s open world.

—Louis-Pierre Pharand, Producer

Many gamers dream of one day making games themselves. I know I did when I was younger. But what many gamers don't realize is that working on a game you love ultimately means that you, yourself, will not truly be able to experience the final product. When you finish working on a game, typically, you are finished with it. After hundreds or thousands of hours of playing and replaying, tuning and balancing, you have seen everything, you have done everything, you know "what happens."

That's not true with *Far Cry 2*.

As I write this, we are days from release, and the game is running right beside me. I can't wait to get back to it. I have played it for thousands of hours already, and I have not yet

seen everything. I have not done everything. I do not know what will happen next. Every step I take in this rich simulation of Africa is a step I take for the first time. Every shift in the wind or the weather, every second of the day/night-cycle simulation that ticks by repaints the world in a new palette. Every skirmish brings a new collision of elements into play—fire, explosions, weather, animals, vehicles, maneuvering enemies, variations in weaponry and tactics—and every battle is a life-or-death improvisation that demands my attention and forces me to win the battle anew, not to merely memorize some pattern and repeat it until I get to the next checkpoint.

Because of this, your experience playing *Far Cry 2* will be your own in terms of which buddies you meet, which lieutenants you work for, which warlords live or die—in terms of who your friends are and where, when, how, and if they meet their ends. The truly open nature of *Far Cry 2* not only invites you to play the way you want to play, it invites you to express yourself through play. *Far Cry 2* asks you, as its central question, "How far are you willing to go to do the right thing?" and it will not answer that question for you in the end. You will answer it yourself in the way that you play.

I hope that *Far Cry 2* will be as perpetually fresh for you as it continues to be for me. I hope that you will marvel at the sunsets and the wind in the grass and appreciate Africa's natural beauty as I do. I hope that you will make friends here—because I know you will make enemies. And above all, I hope that you will find *Far Cry 2*'s central question to be as difficult and as challenging and as rewarding to answer as I do, because the answer to that question is different for everyone, and that's what games are about—at least the kinds of games I always wanted to make.

—Clint Hocking, Creative Director



# SURVIVAL TRAINING

Welcome to the civil war. Up until a few months ago this small African nation was relatively stable. Now it's a complete war zone, with two factions (the UFL and APR) vying for control of the country's future. But you're not here to stop the war. Your primary target is the Jackal, the infamous arms dealer. He's made a name for himself by supplying small countries like this one with weapons, often escalating low-intensity conflicts into full-scale wars thanks to his cheap but reliable weaponry. It's unclear when the Jackal arrived, but it's believed he is selling arms to both factions, thumbing his nose at the Joint Signatory Framework implemented to stop such weapons proliferation and further escalation of the conflict. Little else is known about the Jackal, but it's clear he won't be easy to find. Previous attempts to locate the Jackal and terminate his activities have failed. Now it's your turn. Good luck.

## SURVIVAL BASICS

Before starting your search for the Jackal, take a few moments to brush up on the gameplay fundamentals. *Far Cry 2* isn't a standard first-person shooter. There are many unique features and functions you should be very familiar with before you begin your journey. So set aside your machete, read up, and pay close attention. The information in this chapter could save your life.

### Controls

Action	PlayStation 3	Xbox 360	PC
Move/Sprint/Steer	Left Control Stick	Left Control Stick	W, S, A, D
Aim/Look	Right Control Stick	Right Control Stick	Mouse
Jump/Change Seat	X	A	Spacebar
Crouch/Handbrake	●	B	C
Reload/Unjam	■	X	R
Interact/Enter/Exit	▲	Y	E
Fire Weapon/Accelerate	R2	RT	Left Mouse Button
Iron Sight/Reverse	L2	LT	Right Mouse Button
Heal	L1	LB	H
Throw Grenade/Molotov	R1	RB	Q
Select Machete	↶	⬆	1
Select Primary Weapon	↷	⬅	3
Select Secondary Weapon	↘	➡	2
Select Special Weapon	↙	⬆	4
Map/Phone	SELECT	BACK	5
Notebook	START	START	Escape

### DIFFICULTY LEVEL SELECTION

There are four selectable difficulty levels when you first start the single-player game: Casual, Normal, Hardcore, and Infamous. So what's the difference between these levels? First, your character's health bar is slightly larger at the easier difficulty levels than it is in the harder ones, allowing you to take much more damage before you bleed out. At the easier difficulty levels there's also much more ammo at your disposal. Not only can you carry more, but enemies drop more with their weapons. Enemies also drop more grenades at the easier levels. Another factor is the difference in the enemy AI. At the hardest difficulty level the AI is smart and relentless, so enemies work together to flank and overwhelm you. While the AI is just as deadly in the easier difficulty levels, your foes are a bit more timid and less likely to flank you from multiple directions. So before starting a game be sure to select a difficulty level that best reflects your experience with first-person shooters. If you're new to the genre, select Casual or Normal, but if you've been playing shooters for years, go with Hardcore or Infamous for a real challenge.

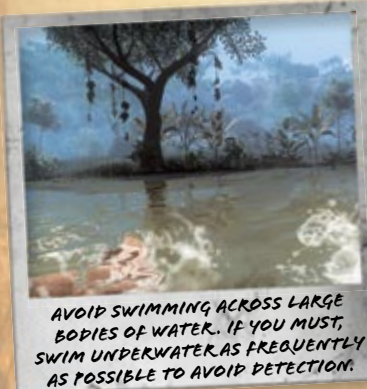


## Movement



*YOU CAN'T SPRINT LONG DISTANCES, BUT SPRINTING IS USUALLY SUFFICIENT TO QUICKLY MOVE FROM ONE PIECE OF COVER TO THE NEXT.*

The forms of movement in *Far Cry 2* all have their own tactical advantages. Walking and running are the most common for getting around, but they're not the fastest or stealthiest methods. To increase your speed, break out into a sprint. You can only sprint for a short time, but it's usually enough to seek cover and get away from a threat. However, it's harder to change direction while in a full sprint, so for best results aim in the direction you want to go before initiating a sprint. It's also possible to slide by pressing the *crouch* button during a sprint. This is a good way to quickly cross areas and duck behind some form of cover or concealment. For example, sprint across a road, then slide to take cover behind a rock or high grass on the opposite side. You can move while in a crouched stance, too; this is the slowest form of movement, but it's also the stealthiest. Not only does it reduce your visible profile, but it also creates the least amount of sound. Your enemies are very attuned to hearing footsteps, so by crouching you can minimize your sound output, ideal for sneaking around and performing stealth kills with your machete.



*AVOID SWIMMING ACROSS LARGE BODIES OF WATER. IF YOU MUST, SWIM UNDERWATER AS FREQUENTLY AS POSSIBLE TO AVOID DETECTION.*

If you find yourself in the water, you can swim. Swimming works just like land-based movement, but you can also dive underwater and swim beneath the surface. While swimming underwater you can only hold your breath for a few

seconds, so keep an eye on your health meter—if it starts to recede, swim to the surface to get some air. Given the hazardous environment, swimming isn't recommended because you're a sitting duck for hostile units. If you must swim, stay beneath the surface as long as possible until you can reach land. Swimming at night is a good way to avoid detection.

## Health



*LOW ON HEALTH? INJECT YOURSELF WITH A SYRETTE TO FULLY RESTORE THE HEALTH BAR.*

The health bar in the bottom-left corner of the screen shows your character's current health status. If the bar is full, you're completely healthy. But if the bar is only partially full, you're injured and require medical assistance. The health bar is made up of several colored segments. When you take damage, the segments of the bar deplete, from right to left. If a segment is completely depleted, it cannot be restored without a health pickup. However, if a segment is only partially depleted, it can be fully restored if you stop taking damage. So find cover and escape danger to restore that segment to capacity. If your entire health bar is nearly depleted, the last red segment on the left begins flashing and slowly receding—this means you're critically wounded and must act before you die. Immediately press the *heal* button to cause your character to perform a gory but necessary procedure. This stops the bleeding, but it doesn't restore the health bar. Syrettes are the only way to completely restore your health. These syringe-like objects can be found in first aid kits. Simply press the *heal* button when injured to inject one. Bottled water also restores health. Simply pick up a bottle to consume it instantly—bottled water cannot be carried. Each bottle consumed restores one segment of the health bar.



## Malaria



IF YOUR VISION GOES ALL FUZZY AND YELLOWISH, POP A MALARIA PILL BEFORE YOU PASS OUT.

At the start of the journey, your character contracts malaria. This causes occasional dizzy spells manifested by the screen turning yellow and hazy. Whenever this happens, press the *heal* button to pop a malaria pill. These pills help manage the

symptoms of malaria, immediately stopping a dizzy spell. The country's underground movement is your only source for malaria pills. You attain them by running errands for Father Maliya (in Pala) and Dr. Obua (in Port Selao). If these dizzy spells go untreated, you'll pass out and awake at the Underground HQ, where Maliya or Obua will hand over a few pills to hold you over. So it's important to keep a supply of medication. As you run low on pills, your character empties the bottle's contents into his hand, showing how many pills remain in the bottle. When you're down to only three pills, seek help at the Underground HQ to acquire more medication.

The *heal* button/key manages all health-based needs, but certain actions take priority. If you're injured and experience a dizzy spell, pressing the *heal* button treats the malaria first. Once the dizzy spell has passed, press the *heal* button again to inject a syrette. But if you're critically wounded during a dizzy spell, your character will heal himself first. Follow up by popping a malaria pill and injecting a syrette.

### NOTE

## Object Interaction



WHEN THIS HAND ICON APPEARS ON THE SCREEN, YOU CAN INTERACT WITH THE OBJECT/CHARACTER IN FRONT OF YOU.

The game has a very simple and intuitive one-button system for interacting with a variety of objects. When you're near an object (or character) that can be interacted with, a hand-shaped icon appears on the HUD, along with the associated *interact* control input. Simply press the button/key indicated on-screen to interact with the object or character. With this simple function you can talk to characters, climb ladders, open doors, accept mission folders, man a mounted weapon, pick up weapons and ammo, and enter or exit vehicles. If you're in the water, you can interact with the sides of boats to climb aboard. Some objects can be interacted with multiple times, in quick succession. This is often the case when talking to characters, so keep looking for the hand icon to keep them talking—once the icon disappears, all possible interactions have been exhausted.

## Navigation



OPEN YOUR MAP TO GET YOUR BEARINGS. THE GREEN ARROW MARKS YOUR CURRENT LOCATION AND THE DIRECTION YOU'RE FACING.

Both Leboa-Sako and Bowa-Seko are massive regions, and if you're not careful, it's very easy to get lost. Fortunately, you always have a map with you. The in-game map has a maximum of three zoom levels—press the *reload* button to toggle through the different views. A large map shows the entire district, a medium-sized map shows the current sector, and a detailed zoomed-in map shows certain areas or facilities. The detailed small-scale maps are only available when you enter towns or other major locations labeled on the sector maps. On all maps, your current location is represented by a green arrow—the direction the arrow is pointing is the direction you're currently facing. Each map is also filled with icons, helping you locate mission objectives and key locations such as guard posts, safe houses, and weapon shops. But be aware that the game is not paused while the map is active. You can still walk around (and even drive) while the map is being accessed. This also means enemies can see and shoot you. So don't access the map until you're in a safe and secluded spot.



## TIP

When a mission is available, this exclamation point icon appears next to a location icon on your in-game map. These mission icons appear next to the faction and underground HQs, Mike's Bar, weapon shops, and cellular antennas.



## Monocular Scouting



While the small-scale map is active, press the *iron sight* button/key to bring up the monocular view. The monocular is a magnified scope-like device that allows you to scout locations from long range. It functions much like a sniper rifle's scope, but instead of firing bullets you take snapshot-like intel readings of a facility's supplies, defensive units, and vehicles. To log the location of an object on your small-scale map, place the monocular over a supply crate, first aid kit, mounted weapon, sniper, or vehicle. When the monocular is properly aligned, the inner ring turns green. Press the *fire weapon* button/key to take a snapshot, instantly updating your map. Now when you look at the small-scale map, the location of the object (and other objects of its type) are now shown as black-and-white circular icons. You only have to scout one object to make the remaining similar objects appear. For example, if you scout an ammo pile, all other ammo piles, explosive piles, fuel piles, and first aid kits show up on the small-scale map. If you scout an assault truck, all other vehicle locations appear. And if you scout a mounted weapon, all other mounted weapons and sniper positions are revealed. Knowing where these objects and features are located is extremely useful in the planning stages before initiating an attack, so always spend a few minutes scouting with your monocular before moving into action.

## Scouting Icon Legend

Icon	Name
	Ammo Pile
	Explosive Pile
	Fuel Pile
	First Aid Kit
	Mounted Weapon
	Sniper Position
	Vehicle

## Diamond Tracker



The diamond tracker is a small device integrated into your compass that is capable of detecting the locations of nearby diamond briefcases. A total of 220 diamond briefcases are scattered throughout the game world, each containing 1–3 diamonds. In all, there are 200 diamonds hidden in each district, all found in briefcases. Finder's keepers rules apply, so seek out these cases to supplement your income. When any map view is active, the compass appears in your character's right hand. To the right of the compass's screen is a small green light that pulses whenever you're within a few meters of a diamond briefcase. The closer you are, the faster the light pulses. When you're within a few feet, the diamond tracker emits a high-pitched beeping sound—when you hear this, stop and look all around for the concealed briefcase. Not all diamond briefcases are out in the open. Some are hidden behind/beneath objects or sitting atop rooftops or high ledges. So just because the diamond tracker is beeping doesn't mean you're going to find the diamond briefcase at your feet. And even once you find it, it may take some creative thinking to access it. Sometimes grenades are required to access diamond briefcases concealed in pits. At other times you may need to jump across objects to reach a case on a high perch or rooftop.



## Weapon Familiarization



*ALWAYS STOP, CROUCH, AND AIM BEFORE TAKING A SHOT. OTHERWISE, YOU'RE JUST WASTING AMMO.*

You won't last long in this country if you don't know how to use a gun. You can carry four weapons at any given time, each assigned to its own slot: machete, primary weapon, secondary weapon, and special weapon. The machete is a hand-wielded blade useful for stealthy melee attacks and is always assigned to its own slot. The primary weapon slot can be used to equip assault rifles, shotguns, and sniper rifles. In the secondary weapon slot you can carry a variety of weapons, including pistols, IEDs, and even a grenade launcher. The special weapon slot is reserved for more specialized weapons like the flamethrower, Dart Rifle, and rocket launchers.

For the most part, all the weapons function similarly. But unlike in some first-person shooters, there are no crosshair icons superimposed on the HUD. Instead, *Far Cry 2* strives for realism, requiring you to use each weapon's iron sight or scope view to properly aim. All iron sights and scopes look slightly different, but they're all very intuitive and easy to use. When you're ready to aim, press the *iron sight* button/key to bring up the view. While in the iron sight view, you sight down the weapon's rear and front sight apertures. During this time, your view is significantly narrowed and peripheral vision is slightly blurred, but your view of the target is slightly magnified. To aim, place the front post of the aperture over your target and fire. Scopes make aiming much easier through the use of crosshairs or similar aiming indicators. Accuracy differs from weapon to weapon, but as long as you keep the firearm properly sighted, you will hit your target. For enhanced accuracy, always fire from a crouched position, and avoid moving while shooting.

For more information and complete stats on each available weapon, flip ahead to the "Tools of the Trade" chapter.

### NOTE

## Target Acquisition



*WHEN POSSIBLE, AIM AT YOUR TARGET'S HEAD FOR QUICK KILLS.*

To make the most of each shot, aim for a target's head or upper torso to inflict the most damage. Headshots are always lethal but can be difficult to pull off during heated firefights. Aiming for center mass is the next best choice. Striking an enemy's extremities (arms,

legs) does very little damage but can prove lethal with repeated hits. Some gunshot wounds may send an enemy to the ground but not result in an outright kill. In some cases a wounded foe might get back up or continue fighting from a crouched or supine position. A seriously injured enemy might ask a nearby comrade for help getting to safety. So be prepared for these various scenarios when dealing with injured hostiles—sometimes inflicting such non-fatal wounds can work in your favor.

## Recoil Management



*GO EASY ON THE TRIGGER WHEN FIRING AUTOMATIC WEAPONS. FIRE IN SHORT BURSTS TO INCREASE ACCURACY AND CONSERVE AMMO.*

Excessive recoil is a serious drawback when firing automatic weapons, causing the barrel to climb skyward and off target. Not only does this make you miss the target, but it also wastes ammo—a very precious asset when playing at the higher difficulties. However, you can minimize recoil by firing in short, controlled bursts of no more than 3–5 rounds per trigger pull. This is particularly important when firing light machineguns like the PKM and M-249 SAW. Keeping these weapons on target is a constant chore, but with some practice you can deploy them rather efficiently. Automatic weapons with minimal recoil include the Silent MP-5, FAL Paratrooper, and AR-16. Seek out these weapons and put them to use.



## Weapon Degradation



OLD WEAPONS JAM FREQUENTLY, POSING A SERIOUS RISK IN THE MIDDLE OF A FIREFIGHT.

In *Far Cry 2*, all weapons have a life cycle of their own. When first purchased from a weapon shop, they're clean and in top shape. But with repeated use and the general wear and tear of combat, the weapons collect dirt and even rust. As the weapons degrade over time, they also malfunction, jamming frequently and at the most inopportune of times—to unjam a weapon, repeatedly press the *reload* button until the jam is cleared. In extreme cases, the weapons may even explode or simply break apart in your hands. So keep an eye on your weapons and replace them before they become completely unreliable. The first sign of age is dirt or mud caked along the sides of the weapon. When you see this, swap out the weapon for something new. If you hold on to it, the metal parts of the weapon may begin to rust and corrode. In this state, the weapon is near its breaking point and should be abandoned before it explodes in your face. Weapons dropped by enemies are always in a somewhat unreliable state, so avoid them unless in extreme circumstances. For the best results, purchase weapons at a weapon shop and pull fresh models off the armory's shelves with each visit. Once you buy a weapon, unlimited numbers of the same type are always available at armories, always in mint condition.

## Driver Training



THE RIVERS ARE USUALLY SAFER THAN THE ROADS, SO LOOK FOR WAYS TO REACH YOUR OBJECTIVES BY BOAT.

The world of *Far Cry 2* is enormous, and simply walking around won't cut it. Driving automobiles and piloting boats is an essential part of traversing these massive landscapes. In terms of controls, driving a vehicle is very similar to

walking or running—reference the “Controls” table at the start of this chapter for the *steer*, *accelerate*, *reverse*, *handbrake*, and *change seat* inputs for your platform. However, vehicles move much faster than you can ever run or sprint, so go easy on the gas pedal to begin with. At high speeds vehicles are quite responsive, too, so tap the steering controls to stay on the road and prevent oversteering. While driving you can also look around, but it's best to keep the view centered on the road ahead while moving, though sometimes you might have to look out your back window to see if anyone is following you. The map can also be accessed while you're driving, helping you find your way around—but consider stopping before referencing it. Piloting boats is nearly identical to driving land-based vehicles, but boats are a bit slower and less responsive. Plus, they tend to drift, even when the throttle is disengaged.

Driving vehicles isn't without danger. The roads and waterways are patrolled by hostile units that won't hesitate to open fire. In most cases, speed is your best friend when being attacked, so step on the gas and blow past the threat as quickly as possible. But if you're being pursued by another vehicle, ditch your ride and seek cover along the side of a road or riverbank until the threat passes or until you eliminate your foes. Although some vehicles are equipped with turrets, these mounted weapon positions don't allow you to move around, making you an easy target for enemies. So in most cases you're better off engaging vehicle threats with your own arsenal of weapons while utilizing cover that isn't attached to a volatile fuel tank.

If your vehicle has sustained damage through combat or collision, you can repair it by interacting with its engine. Before repairing a vehicle, make sure the surrounding area is clear of threats—you're extremely vulnerable while turning the wrench on an engine. If you do come under attack and take damage while repairing a vehicle, the repair process is automatically halted and your last selected weapon replaces the wrench in your hand. The time it takes to repair a vehicle varies based on the amount of damage sustained. If the engine is emitting gray smoke, the damage is rather light. But if the smoke is black, the vehicle is heavily damaged and requires several seconds to repair. All repair times can be reduced by purchasing repair manuals for the various vehicles at the weapon shops.

In multiplayer matches, up to four players can fit into a single vehicle, assuming there are enough seats.

### NOTE

Passengers can fire their weapons out windows, instantly boosting the offensive capability of the vehicle. However, vehicles crammed full of players are juicy targets for opponents equipped with rocket and grenade launchers, allowing them to score multiple kills with one direct hit.



## The Economy



The fall of the government and subsequent collapse of the country's financial institutions have made paper currency obsolete and completely worthless. Rough diamonds are the only viable currency now. You can attain diamonds by accepting missions for the APR or ULL, discovering diamond briefcases, or by completing assassination side missions. In all, 1,000 diamonds can be earned or discovered in the country, and you'll need all of them if you hope to buy every item in the weapon shops—see the accompanying tables for a breakdown of the distribution of diamonds in each district. If you're not intent on hunting down every diamond, you'll need to choose your gear carefully, buying only the items that you really need. The "Tools of the Trade" chapter contains useful information on each weapon, upgrade, and piece of equipment, including the cost. Study this chapter carefully before making any purchases.

### Leboa-Sako Diamonds

Source	Count
Critical Path Missions	120
Assassination Missions	60
Diamond Briefcases	200
<b>Total</b>	<b>380</b>

### Bowa-Seko Diamonds

Source	Count
Critical Path Missions	330
Assassination Missions	90
Diamond Briefcases	200
<b>Total</b>	<b>620</b>

## The Buddy System



During your adventure you'll meet a number of foreigners who can assist you in various ways—these are your buddies. The buddy you first encounter in each district automatically becomes your best buddy. Your best buddy contacts you during faction missions, offering ways to subvert the objective, sometimes making the mission easier. The second buddy you meet in each district becomes your second best buddy. This buddy can often be found hanging out in safe houses—interact with him or her there to make your buddy rescue-ready. This buddy will save you whenever your health meter is completely depleted, pulling your body to safety while fighting off any hostiles. Once you've been rescued, all your weapons (except the machete) are lost, but your buddy hands you a pistol to help you defend yourself. Your buddy also remains in the area and helps you eliminate any hostiles. But before fighting, heal yourself with a syrette—if you have any. Otherwise your health meter will remain dangerously low, but above the critical state. In addition to your best and second-best buddies, you can meet other buddies. These buddies hang out at Mike's Bar and provide buddy quests when you interact with them. Buddy quests are side missions that improve your reputation but don't pay any diamonds.

If your buddy is grievously injured during a botched rescue or buddy wager, you can return the favor by rescuing him or her. Interact with an injured buddy lying on the ground, then use one of your syrettes for healing.

### NOTE



## Reputation



ONCE YOU COMPLETE A CRITICAL PATH MISSION OR BUDDY QUEST, YOUR REPUTATION INCREASES.

When you first enter the country you're a nobody, and treated as such by other mercs and the factions. But as you complete missions, your reputation grows, and you gain more respect—or do they just fear you? Once you complete a critical path mission or buddy quest, your reputation increases by a small amount. Each increase takes you closer to the next reputation level. There are three reputation levels that affect how others perceive your character. As you increase in level, the AI responds differently during combat. Not only can you hear the fear in people's voices, but they may take a more defensive posture when they know who they're facing, running away and seeking cover. So increasing your reputation has a positive impact on the gameplay. To optimize your reputation, complete every subverted mission (within the faction missions) and all the buddy quests, in addition to every critical path mission.

**No Reputation:** Nobody knows me here. I'm just another stiff with a gun. Think I'll shake things up a bit.

**Reputation Level 1:** These guys look at me with contempt. They think they can take me on? I look forward to that debate.

**Reputation Level 2:** I get lots of looks—and they ain't happy ones. Guess I'm supposed to be dead by now, but that's not on my schedule.

**Reputation Level 3:** People are scared. Rumors are spreading about me. No one can believe I'm just one man. Time to raise that terror up a notch.

## AI Primer



WHEN AT EASE, GUARDS PERFORM A VARIETY OF ACTIVITIES, ALL FULFILLING SOME SORT OF NEED.

Knowing how your enemies think and function is extremely useful when planning an attack—and for surviving once the fighting has begun. The game's artificial intelligence (AI) is governed by a set of three needs: socialization, duty, and rest. These needs are similar to those found in social simulation-style games and can be satisfied when the characters perform a variety of actions. By simply monitoring a guard post (or other installation) from long range, you can see these needs manifest themselves in the characters. The socialization need is met by talking to other characters, either directly or on their mobile phones. But the characters are tasked with doing more than standing around and talking. Their duty need prompts them to patrol, man mounted weapons, and investigate any unauthorized intrusions on their territory. But even they can't stay focused on their duty at all times. That's when the rest need kicks in. Resting can be fulfilled by eating, smoking, sitting, and sleeping. At night, the rest need is much more intense, generally making the characters less alert than they are during the day—you're more likely to find them curled up on the ground sleeping at night.

In addition to the three needs, enemies exhibit three phases of threat: idle, alert, and combat. The idle stage is active when the AI has detected no threats. During this time, enemies go about fulfilling their basic needs, keeping their weapons holstered or slung over their shoulders. But when they hear or see anything suspicious, they go on alert, drawing a weapon and investigating, usually moving in the direction of the disturbance. They may also communicate their suspicions to their comrades, prompting them to go on alert as well. So if you're not careful, all it takes is one careless step to trigger a widespread alert. If no threat is detected, the idle phase resumes within a few minutes. The combat phase is triggered when an enemy makes direct contact with you, usually by spotting you. As with alerts, the



combat phase quickly propagates outward to other nearby characters, prompting them to work together to neutralize the threat—meaning you! But they won't come rushing at you like mindless zombies. They'll take cover during their advance and look for opportunities to surround you. So during firefights, always be mindful of your flanks, and be prepared to backpedal if units attempt to encircle you. And always try to break the enemy's line of sight—as long as one enemy sees you, they all know where you are. Plus, they can zero in on gunfire with ease. So even if you're not in view, your gunshots can give you away. Make a habit of firing then quickly moving to a new location to keep the enemies from swarming around you.

A few other things you should know about the AI:

- Vision is significantly reduced at night, making it harder for enemies to detect you. Hiding in tall grass or behind shrubs can also make it difficult for them to spot you. For best results, stay on higher elevations. If you're standing on lower terrain, they'll have a much easier time detecting you.
- During alerts, the enemy's vision narrows, reducing peripheral vision. However, foes can detect threats at greater distances during this phase. So stay to their sides or rear to avoid being detected. Given their lack of peripheral vision, it's sometimes easiest to sneak up behind guards during alerts and hack them with your machete.
- Be careful not to make too much noise when sneaking around enemy installations. Even seemingly harmless footsteps could trigger an alert. To avoid making too much noise, always move while crouched to reduce your sound output. And avoid driving vehicles within earshot of large enemy concentrations. The sound of an approaching vehicle always triggers an alert—if they see your vehicle, they'll enter the combat phase and hunt you down.

- Injured enemies usually cry out, triggering an alert. But be careful when killing enemies, too—alerts are also propagated when bodies are discovered. So be mindful of where bodies drop and try to neutralize targets outside the sight lines of their comrades.
- Enemies view fire as a threat and do their best to avoid it. Therefore, setting wildfires can be a great way to distract enemies—if they're worried about getting burned, they're less focused on shooting you. Enemies also avoid grenades, running away from those tossed in their direction.
- During combat, enemies are very resourceful and will use all available assets or objects to kill you. They'll man mounted weapons when engaging you at long to intermediate range. If you hide in a structure, they'll toss in grenades through the windows and doorways before performing a coordinated entry. They'll target explosive barrels and other volatile objects in an effort to blow you to bits. If vehicles are available, they'll chase you down and attempt to run you over.



## NOTE

Long grass has grains at the top of each blade and provides the most effective

concealment. If you're attempting to hide in shorter grass (without the grains), enemies will have no trouble spotting you.

## KEY LOCATIONS

Upon your arrival in the country, your map is populated with a variety of icons, each representing a specific location or structure. These range from towns to safe houses, to guard posts, to weapon shops. But the significance of each location isn't immediately clear. So here's a complete description of all the major locations.



### Towns



**PALA IS THE FIRST TOWN YOU ENTER IN LEBBO-SAKO.**

There are three main towns in the country: Pala, Sefapane, and Port Selao. Although they were once major population and commercial centers, the towns have been taken over by the factions, both maintaining an HQ or command

post at each. The towns are split down the middle, with the UFLL controlling one side and the APR controlling the other. Despite the presence of both rival factions, the towns are considered cease-fire zones, making the discharge of weapons prohibited. If you do open fire within these towns, you're likely to be attacked by the faction troops or mercs patrolling the streets. So keep your weapons lowered and stay alive. But the cease-fire agreements in the towns aren't iron-clad. Violence can break out at any moment. Don't stick around if this happens. Get out of town as quickly as possible and don't look back.





## Faction HQs



A DOORMAN STANDS OUTSIDE EACH FACTION'S HQ, PREVENTING ANYONE FROM ENTERING WITH WEAPONS.

Located in Pala and Port Selao, both faction headquarters provide work to foreign fighters like you. Of course, this isn't ordinary work. Jobs can range from ambushes to sabotage to assassination. Despite their unsavory reputations, both the APR and UFLL pay well, offering diamonds for each mission accepted. Diamonds are the only form of currency worth taking—the country's paper money is completely worthless. When taking a mission at one of the HQs, speak with the guard outside first—he'll remove all your weapons before you're cleared to enter. Then head upstairs and speak with the faction's local leader to get a job. The job is accepted only after you take the mission folder. All jobs are paid in advance, providing you with some diamonds to spend on gear necessary to complete the mission's objectives. Each HQ has a save box downstairs—it's a good idea to save after getting a mission.



## Underground HQ



FATHER MALIYA'S CHURCH SERVES AS THE UNDERGROUND HQ IN PALA.

In addition to the APR and UFLL HQs, the towns are also home to the underground movement led by Father Maliya in Pala and Dr. Obua in Port Selao. While many have left the country, Maliya and Obua have stayed behind helping those who are unable to flee, providing them

with food and medicine. They also provide the required travel documents to others wishing to escape.

If you're ever low on malaria medication, check in with Maliya's church or Obua's clinic. By completing missions for the underground movement you can secure fresh bottles of malaria pills. These pills help manage the symptoms, preventing you from passing out when the sickening dizzy spells strike.



## Mike's Bar



Mike's is an expat hangout—the perfect place to sip stale beer and meet other foreign fighters. These bars are found in both districts. In Leboa-Sako the bar is a short distance south of Pala. In Bowa-Seko the bar is located at the marina on the south shore of Lake Segolo. Mike's

is not the classiest place, but the bar has its own rustic charm. The patrons here are friendly for the most part, but they all have their own agendas. Some are simply here for the money. Others are here for altruistic reasons, eager to subvert the APR and UFLL. Talk to your buddies here to accept buddy quests. These side missions often involve stealing, ambushing, or blowing something up. These side missions don't net you any diamonds, but they do improve your reputation.



HEAD TO MIKE'S BAR WHEN YOU WANT TO TAKE ON BUDDY QUESTS.



## Bus Station



BUSES ARE THE QUICKEST AND SAFEST WAY TO TRAVEL. USE THEM AS FREQUENTLY AS POSSIBLE.

Getting around the country is dangerous given the numerous guard posts and predatory thugs patrolling the roads and waterways. Fortunately, there's a safe alternative to driving cars and piloting boats—it's the bus. Pala's bus station is to the south, near the edge

of town. Port Selao's station is also in the south, near the Lake Segolo docks. From them you can take a bus to any of the four other bus stations on the outer perimeter of the current district. Riding a bus is a quick and safe way to reach distant sectors. Simply interact with one of the four maps showing your current location (green arrow) and your destination (red arrow). This functions like a warp, taking you directly to the selected bus station, allowing you to bypass all the hostile forces along the way. The bus is also a great way to get back to town after completing a mission.



## Cellular Antennas



*THESE ANTENNAS ARE YOUR STARTING POINT FOR ASSASSINATION MISSIONS.*

The country's modest telecommunication system is frequently hacked by foreign fighters to receive covert orders from parties near and abroad. Interact with the red box at the base of these antennas to receive assassination missions from anonymous

sources. Upon acceptance of the mission, a target is assigned, appearing as a red main objective icon on your in-game map. Go to this location, find the target, and terminate him. Assassination missions pay in diamonds upon the completion of the objective, providing an alternative method of building up your funds.



## Guard Posts



*DON'T TRY TO DRIVE PAST GUARD POSTS. INSTEAD, SNEAK AROUND THEM—OR KILL EVERYONE.*

These improvised checkpoints are manned by a mix of local militia and foreign mercenaries. Given the current state of hostilities, the personnel manning these posts shoot first and ask questions later. Either avoid these guard posts or be ready for a fight. In addition to the small arms carried by the guards, these posts are usually reinforced with mounted weapons and assault trucks (or other vehicles) that will chase you down if you attempt to escape or attack from a distance. If it comes to open combat, hit these guard posts aggressively, using the flamethrower or molotov cocktails to set fire to the surrounding grass and foliage.

## TIP



Fires are a great way to distract hostile units. The AI recognizes fire as a separate threat, and enemies will take steps to avoid it, making it a kind of force multiplier working in your favor. But pay close attention to the wind before going all pyro. Orient your attack so the wind is at your back, blowing toward the enemy—watch the swaying movement of grass and trees to determine the wind's direction. Wind can carry a fire quickly, especially through dry grass. Fire is less effective in lush (green) or wet environments. Starting a raging wildfire during or after a rainstorm is nearly impossible.

## GUARD POST SUPPLIES



The padlock next to each guard post icon indicates that the location hasn't been scouted. You scout a guard post by using your monocular and revealing its stash of supplies. Each guard post is stocked with one of four types of supplies. Once scouted, the proper supply icon appears on the in-game map. Supplies continually spawn at guard posts, even if they've been depleted or destroyed. But you must move away from the guard post before the respawn takes place—any guards or vehicles respawn, too. Here's a list of the four supplies you can find at guard posts.



## AMMO PILE

Interact with these crates to stock up on bullets. If the crates are destroyed, the ammo inside cooks off, firing in all directions.

## EXPLOSIVE PILE

These crates contain frag grenades and other explosive munitions. As a result, they're very vulnerable to damage and explode easily, setting off secondary explosions capable of starting fires.

## FUEL PILE

Use the fuel in these crates to stock up on molotov cocktails and replenish your flamethrower. Of course, these crates are very volatile and explode when shot repeatedly or exposed to fire, often burning anything nearby.

## FIRST AID KIT

Raid these first aid kits to stock up on syrettes—small syringe-like injectors that completely replenish your health. Health supplies cannot be destroyed.

## Safe Houses



*WANT TO TACKLE A MISSION AT NIGHT? HEAD TO A SAFE HOUSE AND ADVANCE TIME UNTIL IT'S DARK.*

These small one-room houses are scattered across the map, providing you with spots to save your game and advance time. Most safe houses also contain supplies and host vehicle spawns. But before moving to a safe house, make sure it isn't occupied by hostiles. If a

safe house is claimed by others, it will have a padlock icon next to it on the in-game map. Occupied safe houses are usually guarded by two or three hostiles. Once they're dead, the safe house is permanently yours. Inside the safe house you can interact with buddies to receive subverted mission briefings or request help if you should fall in combat, making the buddy rescue-ready. Safe houses can also be stocked with weapon crates, allowing you to access your collected arsenal of weapons with greater convenience. To save your game and advance time, interact with the cot. When advancing time (by rotating your watch dial) you can "sleep" for anywhere from a few minutes to 12 hours. This gives you enough temporal flexibility to choose whether you want to wake up at day or at night. After selecting your wake-up time, you're given the option to save your game.

## TIP

Most missions are best conducted at night. Creeping around in the dark gives



you a significant tactical advantage for various reasons. For one, enemies can't see as well at night, making it easier to get closer and perform stealth kills with the machete. Your foes are also far less alert at night and more likely to doze off. So when advancing time, set your wake-up time between 2200 and 0400 hours for optimal darkness.

## Weapon Shops



*WEAPON SHOPS AND ARMORIES ARE ALWAYS NEXT TO EACH OTHER. BUY WEAPONS IN THE SHOP, THEN GRAB YOUR NEW GEAR FROM THE ARMORY.*

As the name implies, these are the only business establishments in the game where you can spend your hard-earned diamonds in exchange for weapons and equipment. To browse through the shop's selection of gear, interact with the PC. Not all weapons are immediately available for purchase. To increase the shop's stock, complete missions for the shop's owner. These missions always entail ambushing a rival's convoy. Once the convoy has been eliminated, the shop owner will stock more weapons and equipment for you to choose from. All purchased weapons appear on the walls of the armory, the building next to the shop. Any weapon pulled from the wall here is in mint condition, less likely to jam than those pulled off of dead enemies. Plus, once a weapon is purchased, you have an unlimited supply of that weapon type. The armory also contains ammo, fuel, and explosive piles, allowing you to stock up free of charge. Primary, secondary, and special weapon crates can also be accessed here once purchased at the shop.



# CHARACTER DOSSIERS

*Far Cry 2* is filled with a compelling mix of characters, all with in-depth backstories. These bios were created by the development team to help flesh out the game's complex story line. Each bio provides a fascinating insight into the characters and the game world they inhabit, filling in many details only hinted at in the game. So even if you've finished the game, read through these bios (and Reuben's blog) to get the full story. If you haven't played through the game, don't worry—there aren't any spoilers.

## BUDDIES AND ASSOCIATES

Various circumstances have brought these foreigners to this troubled nation. Some are here for purely altruistic reasons, while others are here for mere profit and personal gain. Despite their different backgrounds and motivations, they have one thing in common: They're all outsiders in a very hostile land. The locals and faction leaders are very distrusting of foreigners—and who can blame them given the country's history? But this general distrust doesn't stop the factions from employing these foreign fighters for their own needs. Still, allegiances are fickle at best, and the foreigners realize they're completely expendable. As a result, they've learned to stick together and watch each other's backs. After all, this isn't a place you want to be without friends.

Except for Flora, Michele, Nasreen, and Reuben, you can choose to **NOTE** play as any of the following characters. Once you've chosen an avatar, the other characters appear in the game as buddies. Buddies provide side quests and can help you out when you're in trouble. Also, during the faction missions, they offer ways to subvert objectives, optimizing your reputation.

### Marty Alencar



**Age:** 28

**Place of Birth:** Sao Paulo, Brazil

**Nationality:** Brazilian, nationalized American

**Height:** 5'10"

**Weight:** 190 lb.

**Eyes:** Hazel

**Hair:** Wavy, dark brown, cropped military-style

**Active in:** Leboa-Sako and Bowa-Seko



Marty's family immigrated to the US when he was 14. He joined the US Marine Corps out of high school and made corporal. He re-enlisted at age 21 after completing two years of college and went through Security training before being assigned to a Force Protection Brigade at the US Naval Station in Hurgada, Egypt, with the rank of sergeant. Alencar mustered out at age 25 and moved back to the States with his Egyptian-born wife. The two divorced a year later, shortly after Marty landed a job with an Atlanta-based private security firm. Alencar transferred to an overseas posting for one of the firm's corporate clients and has been busy ever since.

Marty Alencar can appear in Leboa-Sako or Bowa-Seko, depending on which character you choose to play as. If you play as Warren, Josip, Paul, or Quarbani, Marty appears in the northern district. If you play as Andre, Hakim, Frank, or Xianying, he appears in the southern district. **NOTE**



## Xianyong Bai



**Age:** 24

**Place of Birth:** Urumqi, Xinjiang Province, China

**Nationality:** Chinese

**Height:** Unknown

**Weight:** Unknown

**Eyes:** Brown

**Hair:** Black, cropped

**Active in:** Bowa-Seko



Xianyong Bai is a former smuggler. As a teen he was involved with trafficking people, narcotics, and arms between western China and Pakistan.

After several months consulting for the Chinese government in Cameroon and Zambia, Bai began cultivating useful contacts in local black markets and using his official credentials to move medical supplies, particularly malaria meds, into impoverished areas. He left his job (and broke his probation) after evidence of his "extracurricular" activities surfaced; friends working inside a nongovernmental organization (NGO) assisted his departure and arranged transport for him to the failed African state, where he spent a few months helping out in the logistics of aid shipments. During the second civil war, Bai was unable to evacuate with the other aid workers because of his lack of proper travel papers; he used his own resources to slip out of the populated centers and hide out in the desert frontier regions.

## Frank Bilders



**Age:** 36

**Place of Birth:** Fermanagh, Northern Ireland

**Nationality:** Northern Irish/British

**Height:** 6'0"

**Weight:** 170 lb.

**Eyes:** Blue-gray

**Hair:** Medium-length, straight, dirty blond

**Active in:** Bowa-Seko



Growing up, Bilders had little contact with his father, who was serving a life sentence for his involvement in a Belfast bombing only a month after Frank's birth. Frank was recruited by militants in his neighborhood while still in public school, and began his career as a courier. By 19, he had moved into intimidation and enforcement rackets, developing a fearsome reputation. Bilders was arrested when he was 22 and sentenced to five years for "membership in a proscribed group." While in the notorious prison "*The Maze*," he was linked with at least four inmate deaths. His time behind bars ended after he was attacked and kneecapped in a machine shop. Frank was released after serving three years and spending six months in rehab, then abruptly disappeared from Ulster amid rumors that he'd turned informant. Between 1995 and 1999, he resurfaced in Spain, Morocco, the former Yugoslavia, Yemen, and Chechnya, involved with virtually every facet of the illicit economy. Immediately following 9/11, Bilders attempted to retire and briefly settled down in South Africa.



## Warren Clyde



**Age:** 32  
**Place of Birth:** Tulsa, Oklahoma, USA  
**Nationality:** American  
**Height:** 6'3"  
**Weight:** 230 lb.  
**Eyes:** Brown  
**Hair:** Salt-and-pepper black; close-cropped  
**Active in:** Leboa-Sako



Warren Clyde grew up on an Arapaho reservation in Oklahoma. As a youth, Warren worshipped his eldest brother, who served as an Army Ranger in Panama and Kuwait. Earning a scholarship, Warren delayed enlisting himself to attend Tulane University, where he played football and worked toward an aeronautics degree. His military hopes were derailed by a sports injury that kept him out of jump school. Disappointed and bitter, Warren applied to several police departments but was disqualified when his psych evaluations exposed instabilities. Later obtaining private security credentials in Florida, Clyde worked for several years in the Dominican Republic and Ecuador, doing personnel protection for a US drilling company. He was eventually dismissed on disciplinary grounds. A year later, he was detained and deported to the States after attempting to enter Cuba on a false passport. After the loss of his certification, Clyde attended a civil aviation school in the Bahamas and began flying twin-engine planes for a small charter company. In 2005 he was hired as a copilot for a now-bankrupt Liberian airline.

## Michele Dachss

**Age:** 35

**Place of Birth:** Bayonne-Anglet-Biarritz, France

**Nationality:** French

**Height:** Unknown

**Weight:** Unknown

**Eyes:** Brown

**Hair:** Prematurely graying blonde

**Active in:** Leboa-Sako



Michele Dachss is a "snatch-back" specialist, helping reunite parents with their abducted children. In 2007, Michele was investigating military exploitation of children in Burundi, the Central Asian Republics (CAR), Rwanda, the Sudan, and Uganda. At first this was a private initiative, but later Dachss received the backing of several NGOs and the tacit support of a number of governments. This effort culminated in her illegally entering Uganda, where she was arrested and put on trial on several charges ranging from passport fraud to assault and violations of weapons restrictions. She made a calculated decision to turn her trial into a platform for presenting evidence of state-sponsored child exploitation, which resulted in her testimony being sealed and her being deported immediately back to France. That same year she entered Zimbabwe and was arrested in connection with a shooting in Harare. She rotted in a women's prison for two months before she was able to bribe her way out.



## Nasreen Davar



**Age:** 29

**Place of Birth:** Gorno-Badakhshan, Tajikistan

**Nationality:** Tajikistani

**Height:** 5'4"

**Weight:** 120 lb.

**Eyes:** Green

**Hair:** Short black

**Active in:** Bowa-Seko



Davar was born in the former USSR, in an autonomous region sandwiched between China, Afghanistan, and the CAR. She has extensive military training and experience having spent most of her teen years growing up in insurgent camps. During the buildup to the US-led invasion of Afghanistan, Davar was approached by a CIA officer tasked with assembling a roster of deniable, native-language assets for use in clandestine operations. For two years, Davar conducted "extrajudicial actions" against suspected terror networks in Iran and Pakistan. Her relationship with the CIA ended badly after the nature of her missions shifted, and she disappeared in Kurdistan in 2004. She was arrested while attempting to enter Somalia and held at a US military brig in Djibouti for six months without charges. Davar escaped during her secret "rendition" to Kuwait and hasn't been seen since.

## Hakim Echebbi



**Age:** 38

**Place of Birth:** Constantine, Algeria

**Nationality:** Algerian

**Height:** 5'9"

**Weight:** 190 lb.

**Eyes:** Brown

**Hair:** Short, thinning, curly, black

**Active in:** Bowa-Seko



Hakim spent two years in the US at the Naval Postgraduate School before returning to Algeria to command a maritime counterinsurgency unit. Echebbi was involved in the Ad Dakhla incident, in which the patrol boat *El Chihab* engaged in a battle with a Moroccan vessel while extracting a commando unit from the Western Sahara. After narrowly escaping an assassination attempt that claimed the lives of his sister and brother-in-law, Echebbi was granted an indefinite leave. For a year, his movements were erratic. He moved back and forth between Paris and Zurich and Tripoli, and at one point was linked to a car bombing at a train station.

Returning to Algeria long enough to tender his resignation, Echebbi invested a substantial personal fortune into Dubai real estate. He exploited the emirate's lenient rules regarding foreign ownership to incorporate a security company there, and began providing services to ships traversing the pirate-infested waters off the Somali coast. Shortly after the outbreak of the Iraq War, Echebbi's firm became embroiled in a multimillion dollar insurance suit. He emptied out his accounts and disappeared.



## Paul Ferenc



**Age:** 34

**Place of Birth:** Budapest, Hungary

**Nationality:** Israeli

**Height:** 5'11"

**Weight:** 170 lb.

**Eyes:** Pale blue

**Hair:** Medium-long, curly, light brown

**Active in:** Leboa-Sako



Prior to his family's immigration to Israel in the 1980s, Paul spent his childhood moving back and forth between Hungary and Czechoslovakia. During the first year of his compulsory Israel Defense Forces (IDF) service, Ferenc was an unrepentant jobnik, dismissing the volunteer infantry as expendable "marks." He requested a transfer to an armored unit and played the system until he was sent into the southern Lebanon security zone during the waning years of the occupation. Unofficially, Ferenc went AWOL in the aftermath of an extended firefight with Hezbollah forces less than four weeks before he was scheduled to muster out. Officially he was listed as MIA.

Under various aliases and on numerous passports, he relocated to Cyprus for several years before jump-starting a wildly successful pipeline for stolen cars through Turkey and the Black Sea ports of the former USSR. The Turks eventually ordered Ferenc out after he was picked up in a security

sweep aimed at PKK (Kurdistan Workers' Party) finances. Concerned that he might face extradition back to Israel, he used false credentials to broker a tractor parts shipment to South Africa and boarded a freighter bound for Durban.

## Flora Guillen



**Age:** 39

**Place of Birth:** Matanzas, Cuba

**Nationality:** Cuban-Angolan

**Height:** 5'8"

**Weight:** 140 lb.

**Eyes:** Brown

**Hair:** Military-cropped, black, curly

**Active in:** Leboa-Sako



Flora was born into a post-revolutionary Cuban military family. Drawn to the military even before her compulsory service, Flora entered the Career Officers School at age 16. She excelled in her ideological education as well as military drills and was offered an opportunity to serve abroad. She selected an exchange program in Angola, which, though ruled by the Cuban-backed MPLA (Popular Movement for the Liberation of Angola), was still in the midst of a civil war.

When the decision was made to withdraw Cuban forces from Angola, Flora was among the thousands of Cubans who elected to stay. She eventually accepted a commission with the Angolan Armed Forces (FAA). Guillen spent most of her professional life battling sporadic insurgencies. She was seriously wounded in the 1999 offensive against UNITA, not long after being promoted to captain. She struggled through



rehabilitation, but by the time she was deemed fit for active duty, the insurgency had disarmed and joined the democratic process. Flora officially retired in 2002 but immediately began taking training contracts with various armed groups in Africa with whom she felt ideologically aligned: in Eritrea, Liberia, Uganda, and most recently Somalia, where she fought against the Islamic Courts Union (ICU).

## Andre Hyppolite



**Age:** 40

**Place of Birth:** Port-au-Prince, Haiti

**Nationality:** Haitian

**Height:** 6'2"

**Weight:** 190 lb.

**Eyes:** Brown

**Hair:** Short dreadlocks, black curly

**Active in:** Bowa-Seko



Andre Hyppolite grew up in the Cité-Soleil neighborhood of Port-au-Prince. During his early life, he was sent away to school to shield him from the ongoing violence. But that didn't prevent him from being swept up in the crime and corruption constantly surrounding him. In late 2003 Andre was wounded during a firefight with private security forces outside Port-au-Prince and briefly taken into custody. Shortly after President Aristide was forced to step down and go into exile, Andre's release was arranged through agents of a large investment bank. At the request of a Medellin-based

cartel, Andre traveled to South Africa and began organizing a team to assassinate the exiled Aristide in Johannesburg. Suffering a last-minute crisis of conscience, Andre refused to go through with the hit. Returning to Haiti was out of the question, so he struggled to find a purpose for himself in Africa.

## Josip Idromeno



**Age:** 48

**Place of Birth:** Prizren Municipality, Kosovo

**Nationality:** Kosovar Albanian

**Height:** 6'2"

**Weight:** 240 lb.

**Eyes:** Brown

**Hair:** Brush-cut, gray; thick moustache

**Active in:** Leboa-Sako



Josip was raised in the former Yugoslavia. The youngest of six children, he was drafted into the army in the late 1970s, choosing to serve as a paratrooper for better benefits. With the outbreak of the Yugoslav War in 1992, Josip took any work he could find to provide for his family, often putting him in contact with unsavory individuals and organizations.



For a year after the war's end, he struggled to support his extended family through various criminal enterprises. He moved with his wife and children to Sofia, Bulgaria, where he used his business contacts to establish a small trucking company. Concerned about the cost of sending his daughter to university in Germany, Josip took a number of lucrative overseas contracts in high-risk locations. Between 2002 and 2005 he ran various freight operations in the Gaza Strip, Northern Iraq, and Nigeria. It was while on an oil company contract in Nigeria that Josip seized an opportunity to branch out into industrial security.

## Quarbani Singh



Singh served 14 years in the Mauritius National Police, including several paramilitary rotations in the Special Mobile Force, where he received training in France and India. In the mid-1990s Singh was hired by a Kenyan rail services company as a security officer during a spate of freight hijackings near the Somali border. Frustrated by the overall lack of progress in curtailing piracy activity in the Horn of Africa, and under increasing pressure from his employers, he assembled several off-the-book troubleshooting teams, drawn mainly from former South African, Kenyan, and Indian military and police; throughout 2001 they conducted black bag operations in Somalia, Madagascar, Yemen, and Sudan, and in international waters.

In 2005 Singh took a new contract as security coordinator for the Red Crescent in Darfur that lasted for 18 months. Later he attained a security contract in the failed African state in the final months of the second civil war, escorting medical observer teams from the African Union (AU); he bungled the evacuation of his clients after the collapse of the government ushered in lawlessness.

## Reuben Oluwagambi

**Age:** 34

**Place of Birth:** Lagos, Nigeria

**Nationality:** Nigerian

**Height:** 6'0"

**Weight:** 170–180 lb.

**Eyes:** Brown

**Hair:** Medium-cropped, curly, black with some gray

**Active in:** Leboa-Sako and Bowa-Seko

**Age:** 45

**Place of Birth:** Port Louis, Mauritius

**Nationality:** Mauritian

**Height:** Unknown

**Weight:** Unknown

**Eyes:** Brown

**Hair:** Black, graying beard/moustache

**Active in:** Leboa-Sako





Reuben Oluwagambi is a Nigerian journalist specializing in covering African conflicts for several international news organizations. At first, Oluwagambi remotely covered the second civil war in the failed African state. He became increasingly uneasy with the implications of the country's collapse and subsequent reliance on foreign mercenaries. Against the wishes of his bureau chief, he decided to take a production crew into the country to determine the real effects of the conflict on its citizens. After being confined to their hotel for nearly a week, Reuben's crew was recalled to Johannesburg; he elected to remain in the country on his own after a chance meeting in the hotel bar with a man who turned out to be the Jackal.

On May 2, 2008, Reuben began a blog titled *War Unlimited*. Here he chronicles the collapse of the government and the rise of the APR and UFL. He also reports on the Jackal's role in this conflict. For a greater understanding of the situation on the ground and the conflict's major players, pay the blog a visit and check back frequently for updates:

## NOTE

<http://reubenblog.typepad.com/>

## THE JACKAL

The Jackal's presence in the state continues to be a destabilizing influence. He is largely responsible for a recent influx of weapons into the country, in clear violation of the Joint Signatory Framework. His reputation as a dangerous arms dealer is well deserved. Outside of the following facts, little is known about the Jackal—that has only aided him in becoming an almost mythic figure in the region.

- The Jackal is approximately 45-50 years old.
- He's been floating around third world hot spots for the last 20 years.
- According to the interviews with journalist Reuben Oluwagambi, the Jackal has built his business conservatively, in increments, by literally buying in bulk guns that were collected during amnesty programs in the wake of peace treaties at the end of one civil war, only to turn around and sell them to guerrilla fighters (or governments) the next country over.
- Contrary to popular myth, the Jackal doesn't mainly resell guns from the former Soviet Union; instead he buys out whole armories from waning colonial powers or from militaries that have replaced their old ordnance with upgraded gear.
- According to the Jackal, he's been able to conduct his business for years unmolested by the West because he fills a vital niche in the global arms market, offering a layer of deniability in transactions between the big export powers and their impoverished and perpetually war-torn customers in the third world.
- He's relied heavily on accumulating misinformation and hearsay to build up his reputation and keep adversaries and associates alike at a safe distance.
- Beneath the Jackal "myth," this unnamed man is morose, narcissistic, anti-social, misanthropic, impulsive, and generally kind of a drunken bastard. But almost in spite of himself, he seems to have razor-sharp survival instincts that kick in at the last minute no matter how self-destructively he behaves.







# UNITED FRONT FROM LIBERATION AND LABOUR (UFL)



Addi Mbantuwe's United Front from Liberation and Labour was primarily formed from the remains of the former Authenticity Party following the collapse of the government. Mbantuwe quickly rallied local militia and labor organizers to his cause, despite Major Tambossa's effort to draw the nation under the flag of the Alliance for Popular Resistance (APR). Lacking any military background or experience of his own, Mbantuwe relies on stranded Bastion UK contractor Hector Voorhees for most security concerns. But Mbantuwe is always the public face of the UFL, despite Voorhees's increasingly involved role.

## Addi Mbantuwe

**Role:** UFL leader

**Age:** 42

**Place of Birth:** Suburbs of Port City

**Nationality:** Indigenous to game world

**Height:** 5'11"

**Weight:** 210 lb.

**Eyes:** Light brown

**Hair:** Curly, black, cropped, receding

**Active in:** Bowa-Seko



Addi Mbantuwe is a local labor leader who has risen to prominence in the aftermath of the second civil war. Following the collapse of the state-run diamond industry (and cascading bankruptcies that resulted), the surviving leaders on both sides of the conflict fled the country. Mbantuwe stepped into the resulting vacuum and began rallying disenfranchised militia and labor to form a new cadre, which came to be known as the UFL. He was the first person of significant authority to learn of the Jackal's presence in-country, and sought him out at the Port Hotel with an interest in purchasing his inventory. His most important recent success was in securing the support of the Deputy Chief of the Gendarmerie and negotiating trade and mutual security deals with his immediate neighbors.

## Hector Voorhees

**Role:** UFL advisor

**Age:** 38

**Place of Birth:** Bulawayo, Rhodesia (now Zimbabwe)

**Nationality:** South African

**Height:** 6'0"

**Weight:** 190 lb.

**Eyes:** Light brown

**Hair:** Brown; longish and thinning, slicked back

**Active in:** Leboa-Sako and Bowa-Seko



Hector Voorhees is the UFL's primary security consultant, originally employed by Bastion UK. He had been in the failed state for six weeks, coordinating between his troops and native UFL fighters, when the word leaked out that the country's major diamond mine had gone bust months before. In a matter of hours, the figurehead president was missing and presumed dead, the commander of the army and his UFL counterpart were boarding private aircraft to Paris and Tripoli, respectively, and the share prices for both Bastion UK and MacGrudder-Powell's parent company began to plummet uncontrollably. Hector and his men were left out in the cold.

## Dr. Leon Gakumba

**Role:** UFL Co-chairman

**Age:** 39

**Place of Birth:** Pala

**Nationality:** Indigenous to game world

**Height:** 5'10"

**Weight:** 145 lb.

**Eyes:** Dark brown

**Hair:** Curly, graying black, medium crop

**Active in:** Leboa-Sako





Following the second civil war, Gakumba was outraged when many of the higher-ups within the rebellion abandoned the country after the collapse of the diamond industry; at the same time, he found a new level of respect for Addi Mbantuwe (who stuck around) and agreed to help him strike a deal with the stranded Bastion UK consultants. Mbantuwe invited Gakumba to serve as co-chairman of the UFLL, believing that his credentials as a medical doctor would serve to legitimize the faction and give them leverage in soliciting outside aid.

## Anto Kankaras

**Role:** UFLL lieutenant  
**Age:** 39  
**Place of Birth:** Boan, Yugoslavia  
**Nationality:** Serbian  
**Height:** 6'1"

**Weight:** 195 lb.  
**Eyes:** Gray  
**Hair:** Wavy, light brown, short  
**Active in:** Leboa-Sako



Kankaras worked briefly advising the government of Uganda, a job that sent him to gather intel on foreign investors in the country neighboring the failed African state. While he was there, he began to pick up murmurings that the diamond industry in the country had been hollowed out. When the second civil war broke out there, he started meeting with exiled Authenticity Party chiefs, including Addi Mbantuwe. He began selling information to Mbantuwe shortly before Authenticity announced its deal with Bastion UK, and after the collapse he offered to help Mbantuwe enforce internal discipline with the nascent UFLL.

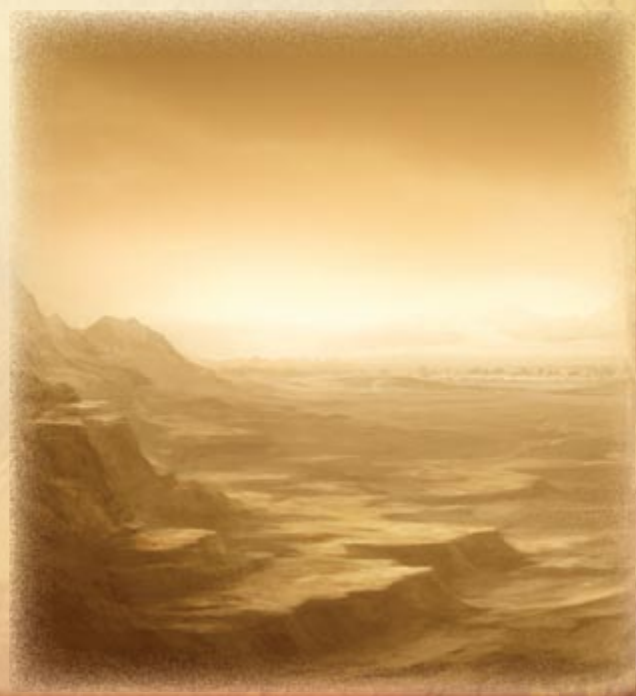
## Joaquin Carbonell

**Role:** UFLL lieutenant  
**Age:** 28  
**Place of Birth:** Vejer de la Frontera, Spain  
**Nationality:** Spanish  
**Height:** 5'10"

**Weight:** 170 lb.  
**Eyes:** Brown  
**Hair:** Curly, black, short crop  
**Active in:** Leboa-Sako



On the ground, once contact had been established with the Authenticity rebels, Carbonell proved instrumental in coordinating Bastion mercenaries recruited from Spanish- and Portuguese-speaking countries, in particular the Argentinians, the Sao Tomeans, the Angolans, and the Moroccans. He fought extensively during the second civil war, prior to the collapse, and probably saw more action than any of the other upper echelon mercenaries in the current UFLL.







# ALLIANCE FOR POPULAR RESISTANCE (APR)



The Alliance for Popular Resistance (APR) was formed in the aftermath of the government's collapse, headed by Major Oliver Tambossa of the National Army. Tambossa sought to form a broad coalition in an attempt to restore national unity and restore his own brand of government, but he was woefully unprepared for the rise and popularity of Addi Mbantuwe's UFL. In an effort to restore authority over the northern and southern districts, Tambossa has retained foreign "security consultants" from (now-defunct) MacGrudder-Powell. While Tambossa still calls the shots, Nicholas Greaves is never far from his side, orchestrating the APR's activities in Leboa-Sako and Bowa-Seko.

## Major Oliver Tambossa

**Role:** APR leader

**Age:** 33

**Place of Birth:** Loropeni village

**Nationality:** Indigenous to game world

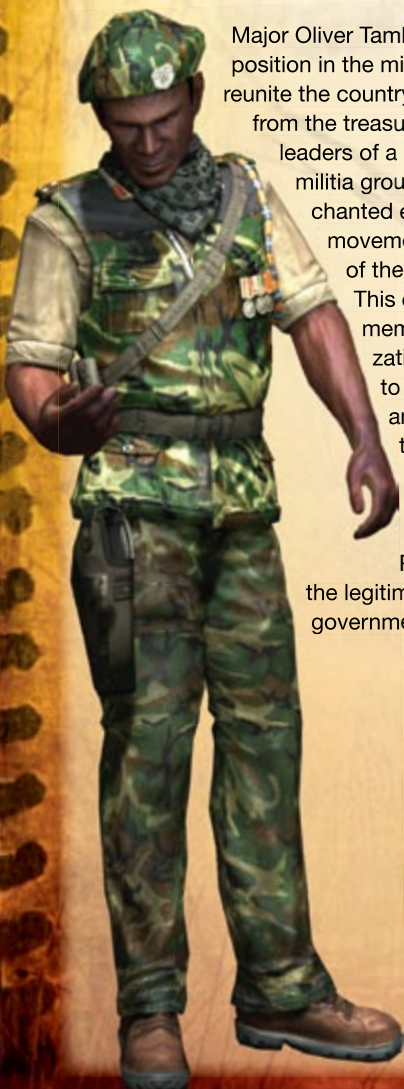
**Height:** 6'2"

**Weight:** 185 lb.

**Eyes:** Dark brown

**Hair:** Curly, black, short military crop

**Active in:** Bowa-Seko



Major Oliver Tambossa has parlayed his position in the military in an attempt to reunite the country. Using the remaining funds from the treasury, the major paid off key leaders of a number of independent militia groups, as well as disenfranchised elements of the Authenticity movement that arose in the wake of the government's collapse.

This effectively unified their membership into a new organization ostensibly dedicated to the restoration of "peace and security." After winning the confidence of former

MacGrudder-Powell operators, Tambossa declared the Alliance for Popular Resistance to be

the legitimate successor to the former government.

## Nicholas Greaves

**Role:** APR advisor

**Age:** 52

**Place of Birth:** Nicosia, Cyprus

**Nationality:** British and Cypriot

**Height:** 5'9"

**Weight:** 175 lb.

**Eyes:** Hazel

**Hair:** Gray, balding

**Active in:** Leboa-Sako and Bowa-Seko



MacGrudder-Powell had been in operation since the mid-1980s, but had been largely limited to providing site consultation and VIP protection for clients in the Caribbean and Latin America. At the time that Greaves bought his way in, they had no aviation division and only a small group of operators, mostly French, Brazilians, a few Canadians, and the two former US Navy SEALs who founded the business. After the 2003 invasion and subsequent occupation of Iraq, MacGrudder-Powell grew to nearly 6,000 employees, among those some 64 fixed-wing and helicopter pilots who answered directly to Greaves. But now with the company disintegrating, Greaves earns his paycheck by advising Tambossa's APR.



## Prosper Koutassi

**Role:** APR captain

**Age:** 26

**Place of Birth:** Port City

**Nationality:** Indigenous to game world

**Height:** 6'0"

**Weight:** 180 lb.

**Eyes:** Dark brown

**Hair:** Curly, black,

**Active in:** Leboa-Sako



Kouassi has been active in the country's most powerful extortion ring since his teen years. Although he was critical of Tambossa's early efforts to organize and maintain the loyalty of the various cadres that came to comprise the APR, Kouassi was rewarded for his "patriotism." Tambossa put him in charge of APR activities in the northern district and gave him a free hand to seize and confiscate private property. In his current role, Kouassi is ridiculously overconfident and models himself after Hollywood gangsters. However, his main sore point has been his inability to round up all of the displaced civilians who are currently hiding out in various locations around Leboa-Sako.

## Arturo Quiapo

**Role:** APR lieutenant

**Age:** 30

**Place of Birth:** Visayas, Philippines

**Nationality:** Filipino

**Height:** 5'8"

**Weight:** 155 lb.

**Eyes:** Brown

**Hair:** Straight, black

**Active in:** Leboa-Sako



As a Mac\_Grudder-Powell associate, Quiapo deployed to the failed African state to begin training National Army troops in counterinsurgency operations during the second civil war. After the government collapsed, rumors circulated that Quiapo had assassinated his Canadian manager in order to replace him within the senior advisor team working with the APR.

## Walton Purefoy

**Role:** APR lieutenant

**Age:** 34

**Place of Birth:** Biloxi, Mississippi, USA

**Nationality:** American

**Height:** 6'2"

**Weight:** 215 lb.

**Eyes:** Green-gray

**Hair:** Blond, close-cropped

**Active in:** Leboa-Sako



Purefoy was MacGrudder-Powell's point man for implementing their contract with the government of the failed African state. He was part of the initial five-man team that arrived during the last month of the civil war, to plan recruitment and training of foreign auxiliaries. Purefoy nearly evacuated after the government's collapse, but at the airport he was convinced by Oliver Tambossa to stay on.



## TOOLS OF THE TRADE

Ever since the collapse of the government, the country has become a very dangerous place. Those who don't wield a weapon are at the complete mercy of those who do. Although the factions have attempted to restore their own brand of law and order, the country remains in a perpetual state of anarchy. The Jackal's arrival has only made the situation worse. While food and medicine are in short supply, weapons of all types are now readily available, all sold at bargain rates. Study this chapter to help sort through the numerous choices of weapons, equipment, and vehicles.

## PRIMARY WEAPONS



Damage	1,000,000/1000			
Range	1,000,000/1000000			
Accuracy	1,000,000/1000000000,000,000			
Reliability	1,000,000/1000000000,000,000			
Fire Rate	1,000,000/1000000			

**Weapon Class:** Assault Rifle

**Magazine Capacity: 30**

**Fire Mode:** Automatic

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 2

**Accuracy Upgrade: 2 Diamonds**

**Reliability Upgrade:** 2 Diamonds

**Ammo Upgrade:** 10 Diamonds (Assault Webbing)

**Multiplayer Availability:** Commando, Level 2

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

# Field Notes

Despite its age, the AK-47 remains one of the most formidable assault rifles available. It has become a favorite of local militias and foreign fighters because of its legendary reliability. Even under harsh environmental conditions, the rifle is extremely dependable and will continue to fire with few jams. While it isn't extremely accurate, it deals decent damage at close to intermediate range. Just go easy on the trigger—the recoil is quite pronounced when the weapon is fired in long bursts. So fire in short bursts (2–3 rounds) to mitigate muzzle climb. Keep your eyes open for these rifles in Leboa-Sako. Even if you pick up an aging AK-47 off a victim, it should function adequately until you can reach a weapon shop for new gear—or grab another one off a corpse.



## NOTE

There are eight golden AK-47s scattered throughout the game world: see

the map compendium at the back of the guide for their locations. These weapons perform similar to the standard AK-47, but are much more reliable.



Damage	1,000,000
Range	1,000,000
Accuracy	1,000,000
Reliability	1,000,000
Fire Rate	1,000,000

**Weapon Class:** Assault Rifle

**Magazine Capacity: 30**

**Fire Mode:** 3-Round Burst

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 2

**Accuracy Upgrade: 5 Diamonds**

**Reliability Upgrade: 5 Diamonds**

**Ammo Upgrade:** 10 Diamonds (Assault Webbing)

**Multiplayer Availability:** Saboteur, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

# Field Notes

The AR-16 is easily one of the best weapons available, but you'll have to wait until you reach Bowa-Seko before you get your hands on one. It's the only assault rifle equipped with a magnified reflex scope instead of an iron sight. Simply



peer through the scope and place the green dot over your target to aim. The AR-16's three-round burst makes it unique, helping keep the weapon on target and enhancing its already impressive accuracy. However, the lack of an automatic fire mode can make the rifle frustrating during extreme close-quarter firefights. The rifle's major weakness is its finicky reliability, causing it to jam frequently as it ages and accumulates dirt. Avoid picking these rifles up off the ground. Instead, use only fresh AR-16s pulled from an armory or your primary weapon crate.

## AS50



Damage	
Range	
Accuracy	
Reliability	
Fire Rate	

**Weapon Class:** Sniper Rifle

**Magazine Capacity:** 5

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 35 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 3

**Accuracy Upgrade:** 8 Diamonds

**Reliability Upgrade:** 8 Diamonds

**Ammo Upgrade:** 15 Diamonds (Marksman Bandolier)

**Multiplayer Availability:** Sharpshooter, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5+45	5+25	5+25	5+15
Ammo Upgrade	5+85	5+45	5+35	5+25

## Field Notes

The AS50 is the ultimate high-power sniper rifle. Firing a heavy .50-calibre round, the rifle has the longest effective range and highest damage output of any of the firearms, capable of heavily damaging vehicles with only a few shots—aim for the engine. The rifle is equally devastating against personnel, eschewing the need to score headshots to guarantee a kill. But so much power comes at a price. Not only is the rifle extremely expensive, but it also degrades rather quickly, repeatedly jamming after only mild use. Still, if sniping is your thing, the AS50 belongs in your arsenal. Save your diamonds and buy one, because you won't find any lying around.

When carrying a sniper rifle as your primary weapon, round out your load-out by equipping a secondary weapon with a high rate of fire, like the MAC-10 or Uzi. Even the semi-automatic rifles fire slowly, plus the scope must be used to properly aim them. So always equip your secondary weapon when moving around, and only equip your sniper rifle when you're ready to engage targets at long range.

## NOTE

## Dragunov SVD



Damage	
Range	
Accuracy	
Reliability	
Fire Rate	

**Weapon Class:** Sniper Rifle

**Magazine Capacity:** 10

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 4

**Accuracy Upgrade:** 5 Diamonds

**Reliability Upgrade:** 5 Diamonds

**Ammo Upgrade:** 15 Diamonds (Marksman Bandolier)

**Multiplayer Availability:** Sharpshooter, Level 2

Difficulty	Casual	Normal	Hardcore	Infamous
Default	10+40	10+20	10+20	10+10
Ammo Upgrade	10+80	10+40	10+30	10+20

## Field Notes

Like the AK-47, the Dragunov SVD is an old Soviet-era weapon, but it remains one of the most effective and widespread sniper rifles in the world. What it lacks in power it more than compensates for with its rate of fire and magazine capacity, allowing the shooter to quickly and accurately fire 10 rounds in rapid succession. As a result, this weapon is ideal for quickly sniping multiple hostile units at guard posts and other heavily defended installations. Instead of the traditional crosshairs, the weapon's scope has a series of vertical chevrons rising up to the center as aiming indicators. Place the top chevron over your target and pull the trigger. Once available, the Dragunov SVD should be your default sniper rifle. Buy one or grab one off of a neutralized enemy sniper—they're very common in Bowa-Seko.



## FAL Paratrooper



Damage	1,000/Sec
Range	1,000/1,000/1,000/1,000/1,000
Accuracy	1,000/1,000/1,000/1,000/1,000
Reliability	1,000/1,000/1,000/1,000
Fire Rate	1,000/1,000

**Weapon Class:** Assault Rifle

**Magazine Capacity: 30**

**Fire Mode:** Automatic

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Bowa-Seko, Start

**Accuracy Upgrade:** 3 Diamonds

**Reliability Upgrade: 3 Diamonds**

**Ammo Upgrade:** 10 Diamonds (Assault Webbing)

**Multiplayer Availability:** Commando, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

# Field Notes

The FAL Paratrooper is the most balanced assault rifle available in this troubled region. Not only does it have a slightly higher damage output than the other assault rifles, it's also very accurate, even at long range. While it's slightly less reliable than the AK-47, the rifle's recoil is significantly reduced when compared to the other assault rifles, making it easy to keep on target. Still, fire short bursts to prevent muzzle climb. The FAL Paratrooper is a favorite weapon among the mercs and militia in Bowa-Seko, so grab one and give it a test drive before committing funds. Given its availability, the rifle is slightly overpriced. But its performance never disappoints.

G3-KA4



Damage	★★★★★			
Range	★★★★★★			
Accuracy	★★★★★★★★			
Reliability	★★★★★★			
Fire Rate	★★★★★★			

**Weapon Class:** Assault Rifle

**Magazine Capacity: 30**

**Fire Mode:** Automatic

**Weapon Cost:** 6 Diamonds

**Shop Availability:** Leboa-Sako, Start

**Accuracy Upgrade: 3 Diamonds**

**Reliability Upgrade: 3 Diamonds**

**Ammo Upgrade:** 10 Diamonds (Assault Webbing)

**Multiplayer Availability:** Commando, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

## Field Notes

The G3-KA4 is one of the most common assault rifles you'll encounter. It's a favorite of the locals and foreign fighters and can usually be found scattered about the ground after firefights. Overall, it's not a bad weapon, though it is underpowered when compared with the other assault rifles available. If heavily used, the G3-KA4 has a tendency to jam at the most importune times. Still, it's more than capable of getting the job done. However, think twice about buying one. Given their availability, it's just as easy to pick one up and use it until it breaks. There are always plenty more. You're better off saving your diamonds for an AK-47.

## Homeland 37

[illegible]

**Weapon Class:** Shotgun

**Magazine Capacity: 6**

### Fire Mode: Pump-Action

**Weapon Cost:** 4 Diamonds

**Shop Availability:** Leboa-Sako, Start

**Accuracy Upgrade:** 1 Diamond

**Reliability Upgrade:** 1 Diamond

**Ammo Upgrade:** 10 Diamonds (Shotgun Bandolier)

**Multiplayer Availability:** Guerilla, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	6+66	6+42	6+42	6+30
Ammo Upgrade	6+126	6+66	6+54	6+42



## Field Notes

If you like taking the fight to close range, few weapons are better than the Homeland 37. It's a simple pump-action shotgun, but it delivers a wicked punch, slightly outperforming the other shotguns in damage output. It's also much more reliable and less likely to jam—an important factor during close combat. Still, the pump-action configuration translates to a slow rate of fire. Plus the weapon must be reloaded one shell at a time. Despite these deficiencies, the weapon is a solid choice and a complete steal at only four diamonds. Buy one and purchase the accuracy and reliability upgrades for only two diamonds more.

**TIP** During the tutorial missions you must buy a weapon at the weapon shop by Mike's Bar. Make the Homeland 37 your first purchase. It's the **cheapest** primary weapon you can buy, allowing you to save your remaining diamonds for future purchases.

### M1903



Damage	1,2,3,4,5,6,7,8,9,10,11,12
Range	1,2,3,4,5,6,7,8,9,10,11,12
Accuracy	1,2,3,4,5,6,7,8,9,10,11,12
Reliability	1,2,3,4,5,6,7,8,9,10,11,12
Fire Rate	1,2,3,4,5,6,7,8,9,10,11,12

**Weapon Class:** Sniper Rifle

**Magazine Capacity:** 5

**Fire Mode:** Bolt-Action

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Start

**Accuracy Upgrade:** 3 Diamonds

**Reliability Upgrade:** 3 Diamonds

**Ammo Upgrade:** 15 Diamonds (Marksman Bandolier)

**Multiplayer Availability:** Sharpshooter, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5+45	5+25	5+25	5+15
Ammo Upgrade	5+85	5+45	5+35	5+25

## Field Notes

First deployed by the US military more a century ago, the M1903 is still a popular choice among modern sharpshooters. Because of its bolt-action design, you must disengage the scope's view while ejecting the spent brass and loading a fresh round into the chamber, temporarily losing sight of your target. But the cumbersome (and sometimes unreliable) loading process is the only major drawback to this rifle. It's very accurate and deadly at any range, but is most effective when scoring headshots—if you hit anywhere else your target may limp away and seek cover before you can fire a follow-up. So take the time to make each shot count. Since this is the first sniper rifle available upon your arrival in Leboa-Sako, buy one and get familiar with it before moving on to the more advanced sniper rifles.

**TIP** When sniping, try wounding enemies with your M1903 or Dragunov SVD—targets usually don't survive a shot from the AS50. A live but immobilized target will call out for help; this allows you to engage any buddies that come to help. Wait until they kneel next to their fallen comrade before firing the next shot.

### MGL-140



Damage	1,2,3,4,5,6,7,8,9,10,11,12
Range	1,2,3,4,5,6,7,8,9,10,11,12
Accuracy	1,2,3,4,5,6,7,8,9,10,11,12
Reliability	1,2,3,4,5,6,7,8,9,10,11,12
Fire Rate	1,2,3,4,5,6,7,8,9,10,11,12

**Weapon Class:** Grenade Launcher

**Magazine Capacity:** 4

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 35 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 3

**Accuracy Upgrade:** 8 Diamonds

**Reliability Upgrade:** 8 Diamonds

**Ammo Upgrade:** 10 Diamonds (Grenadier Webbing)

**Multiplayer Availability:** Rebel, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	4+16	4+8	4+8	4+4
Ammo Upgrade	4+24	4+16	4+12	4+8



## Field Notes

The multiple grenade launcher (MGL) can rapidly fire 40mm high-explosive grenades fed from a drum-like cylinder, similar to a revolver. The MGL-140 is an odd choice for a primary weapon, but if backed up with more versatile secondary and special weapons (consider an SMG or an LMG) it can be a very effective choice. Unlike the M-79 grenade launcher, the MGL-140 fires its rounds on a flatter trajectory, making it easier to aim. Plus, its magnified scope helps compensate for range—simply place the crosshairs over (or near) your target to score a direct hit. This intuitive targeting system makes it possible to successfully engage hostiles at extremely long range, ideal for taking out vehicles and personnel. With some practice, you can clear out entire guard posts within a matter of seconds. But watch your ammo, because this weapon goes through grenades fast. If you have diamonds left over after buying this expensive weapon system, purchase the Grenadier Webbing ammo upgrade to increase the number of grenades you can carry.

### Silent MP-5



Damage	1/1000
Range	1/1000000
Accuracy	1/1000000000
Reliability	1/1000000000
Fire Rate	1/1000000000

**Weapon Class:** SMG

**Magazine Capacity:** 30

**Fire Mode:** Automatic

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 3

**Accuracy Upgrade:** 5 Diamonds

**Reliability Upgrade:** 5 Diamonds

**Ammo Upgrade:** 10 Diamonds (Assault Webbing)

**Multiplayer Availability:** Saboteur, Level 2

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

## Field Notes

This is a silent variant of the popular MP-5 family of submachineguns, utilizing an integrated sound suppressor to muffle the weapon's report and eliminate muzzle flash. The Silent MP-5 is so quiet that the clicking of the receiver is the only audible sound it makes. This truly makes it a game-changing weapon, allowing you to silently eliminate guards without

being detected. However, you'll have to get in fairly close to use it, because the sound suppressor significantly reduces the weapon's effective range and damage output. As a result, it's best deployed at night, when you can easily sneak up on guards. If you can't accurately score a headshot, be prepared to unload several rounds into your target's chest to finish the job. At 20 diamonds, this isn't a cheap weapon, but it'll make your jobs much easier, so don't hesitate to buy one from a weapon shop as soon as it's available—you can't pick these up anywhere else.

**TIP** The enemy AI rushes to the sound of gunfire, making weapons like the Silent MP-5, Silent Makarov 6P9, and Dart Rifle so effective. With no sound cues to draw from, the enemy AI must physically see you to zero in on your position.

### SPAS-12



Damage	1/1000000000
Range	1/1
Accuracy	1/1000000000
Reliability	1/1000000000
Fire Rate	1/1000000000

**Weapon Class:** Shotgun

**Magazine Capacity:** 12

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 3

**Accuracy Upgrade:** 3 Diamonds

**Reliability Upgrade:** 3 Diamonds

**Ammo Upgrade:** 10 Diamonds (Shotgun Bandolier)

**Multiplayer Availability:** Guerilla, Level 2

Difficulty	Casual	Normal	Hardcore	Infamous
Default	12+60	12+36	12+36	12+24
Ammo Upgrade	12+120	12+60	12+48	12+36

## Field Notes

The SPAS-12 is a semi-automatic combat shotgun, ideal for extreme close-quarter firefights. This weapon nicely bridges the gap between the Homeland 37 and the USAS-12, offering well-rounded stats, including a decent rate of fire. But the SPAS-12 does trail behind the other shotguns in range, utilizing a shorter barrel and thus a wider dispersal of the 12-gauge shot. Be ready for some serious recoil, too.



The weapon's internal tube magazine holds 12 shells but still must be loaded one shell at a time, similar to pump-action models. So make a habit of loading the weapon to capacity after each engagement. You don't want to be stuck completely reloading this weapon during an intense firefight. If you run out of ammo at an inopportune time, quickly switch to a secondary weapon instead of reloading the shotgun. The SPAS-12 is reasonably priced at 10 diamonds, so consider adding one to your arsenal, especially if you're a big fan of close combat.

## CAUTION

The SPAS-12 is a favorite weapon of faction troops in both Leboa-Sako and Bowa-Seko. Keep your distance from these enemies because all it takes is one shot at close range to kill you. If you're fighting enemies equipped with the SPAS-12 (or any shotgun), continually backpedal while seeking cover, putting as much distance between you and the shooter. At long range the shotguns deal significantly less damage, as the shot disperses through the air, reducing the concentration of lethal projectiles.

## USAS-12



Damage	1-12/12/12/12/12
Range	1-12/12/12/12/12
Accuracy	1-12/12/12/12/12
Reliability	1-12/12/12/12/12
Fire Rate	1-12/12/12/12/12

**Weapon Class:** Shotgun

**Magazine Capacity:** 12

**Fire Mode:** Automatic

**Weapon Cost:** 35 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 4

**Accuracy Upgrade:** 8 Diamonds

**Reliability Upgrade:** 8 Diamonds

**Ammo Upgrade:** 10 Diamonds (Shotgun Bandolier)

**Multiplayer Availability:** Guerilla, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	12+60	12+36	12+36	12+24
Ammo Upgrade	12+120	12+60	12+48	12+36

## Field Notes

The USAS-12 is an automatic shotgun that functions similarly to an assault rifle, with a gas-operated configuration that ejects spent shells and automatically loads fresh ammo from a detachable magazine. This gives the weapon several advantages over the other shotguns, particularly the rate of fire. Simply hold down the trigger to fire a series of devastating 12-gauge blasts, perfect when attacking at close range or clearing cramped interiors. The detachable magazine also allows you to load the weapon much faster than the other models. Just load a fresh mag and you're ready to fire again. But the rate of fire causes the weapon to jam, especially on older, dirtier models. The USAS-12 also eats through ammo quickly, so seriously consider buying the Shotgun Bandolier to keep this beast fed. If you're not swimming in diamonds, the weapon's high price may be another obstacle. So only buy one if you have plenty of funds. Otherwise your diamonds are better off spent on more versatile weapons.

## THE MACHETE

The machete is always in your load-out of weapons. It's a multipurpose tool handy for hacking through a variety of obstacles—and enemies. For best results, sneak up on enemies from behind, preferably while crouching to avoid making too much noise. If they hear you creeping up behind them, they may spin around and shoot you. So consider holding off on equipping the machete until you're ready to strike.



When you're within melee range, your character will raise the machete and prepare to strike. Slice your target once to send them to the

ground reeling in pain from their wounds—but they might not be dead, so stand over the body and strike again to plunge the blade into the belly. The machete isn't a completely stealthy weapon, as some of your victims might cry out when struck, alerting their nearby buddies. So be careful when using it, and target enemies who are isolated from their comrades. If you don't achieve a kill with the machete, the enemy, while lying on the ground, might draw a pistol and shoot you. So make sure you finish the job before turning your back.



## Flare Pistol



Damage	1,100,000/turn
Range	1,100,000
Accuracy	1,100,000/turn
Reliability	1,100,000/turn
Fire Rate	1,100

**Multiplayer Availability:** Gunner, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	8+40	8+24	8+24	8+16
Ammo Upgrade	8+80	8+40	8+32	8+24

The massive Eagle .50 handgun is popular among the region's warlords and militia leaders. But it's more than just a symbol of power and bravado. The weapon's .50-calibre rounds deliver a powerful punch capable of neutralizing (or immobilizing) a target with one shot. But wielding such a powerful handgun has its drawbacks. For one, it has a relatively slow rate of fire for a semi-automatic weapon. Plus, it exhibits harsh recoil, sending the barrel skyward with each shot. But if you can handle those issues, it's a decent back-up weapon. Whether it's worth 10 diamonds is debatable, since these guns are rather common in Bowa-Seko.



Damage	★★★★				
Range	★★★★★★★	★★★★★★	★★★★	★★	
Accuracy	★★★★★★★	★★★★★★	★★★★	★★	
Reliability	★★★★★★★	★★★★★★	★★★★	★★	
Fire Rate	★★				

**Multiplayer Availability:** Sharpshooter, Level 3

Difficulty	Casual	Normal	Hardcore	Infamous
Default	1+18	1+12	1+9	1+6
Ammo Upgrade	1+24	1+18	1+12	1+9

Flare pistols are used by mercs and local militia to signal for reinforcements. But as an offensive weapon, these pistols aren't very effective unless you're starting a wildfire. Still, if you achieve a hit with a flare, the enemy will catch on fire and expire from the burns within a matter of seconds. But only one flare is loaded at a time, and a new flare must be manually loaded after every shot. So don't make a habit of using these pistols, and unless you're a completist, don't buy one either. However, if you're in a pinch, it's better than nothing.



# Improvised Explosive Device (IED)



Damage	
Range	
Accuracy	
Reliability	
Fire Rate	

**Weapon Class:** Explosive

**Magazine Capacity:** N/A

**Fire Mode:** Remote-Detonated

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Start

**Accuracy Upgrade:** 3 Diamonds

### Reliability Upgrade: 3 Diamonds

**Ammo Upgrade:** 10 Diamonds (Grenadier Webbing)

**Multiplayer Availability:** Guerilla/Saboteur, Level 3

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5	3	3	2
Ammo Upgrade	8	5	4	3

# Field Notes

IEDs are crudely constructed by attaching remote detonation devices to existing explosives, such as land mines, mortar shells, or pipe bombs. This makes them ideal during ambushes and sabotage-oriented missions. Simply place an IED next to your target and detonate it once you're a safe distance away. IEDs can also adhere to most surfaces, which is perfect for taking out targets slated for demolition. Multiple IEDs can be deployed and detonated simultaneously, allowing you to create massive explosions with overlapping blast radiuses. This is the best way to deal with convoys. Line three or more IEDs along the convoy's route, usually on a road, then hide somewhere and detonate the explosives as the convoy drives over them. This allows you to take out multiple vehicles with one press of a button. The remote detonator is effective at great distances, so don't worry about wandering outside its range. In fact, it's best to be far away, as the explosion may draw reinforcements.

**TIP** When attacking convoys with IEDs, place your first device near a landmark that's easy to distinguish from long range, such as a tree or signpost. Once you move to a safe distance, spotting the IEDs on a road can be difficult without the aid of your monocular, so using a landmark allows you to easily identify the blast zone. Then all you have to do is watch the landmark and detonate the explosives when the convoy passes it.

## M-79 Grenade Launcher



Damage	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
Range	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
Accuracy	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
Reliability	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100
Fire Rate	1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18,19,20,21,22,23,24,25,26,27,28,29,30,31,32,33,34,35,36,37,38,39,40,41,42,43,44,45,46,47,48,49,50,51,52,53,54,55,56,57,58,59,60,61,62,63,64,65,66,67,68,69,70,71,72,73,74,75,76,77,78,79,80,81,82,83,84,85,86,87,88,89,90,91,92,93,94,95,96,97,98,99,100

**Weapon Class:** Grenade Launcher

**Magazine Capacity:** N/A

**Fire Mode:** Single-Shot

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 1

### Accuracy Upgrade: 5 Diamonds

**Reliability Upgrade: 5 Diamonds**

**Ammo Upgrade:** 10 Diamonds (Grenadier Webbing)

**Multiplayer Availability:** Commando, Level 3

Difficulty	Casual	Normal	Hardcore	Infamous
Default	1+5	1+3	1+3	1+2
Ammo Upgrade	1+8	1+5	1+4	1+3

# Field Notes

The M-79 is a single-shot 40mm grenade launcher that packs a serious punch. Its high-explosive rounds are effective against personnel and vehicles, making it an excellent choice as a secondary weapon. As with the MK-19, aim high to compensate for range when lobbing these grenades toward your target. Consider initiating attacks with the M-79 to wipe out tight concentrations of enemies before they can scatter or seek cover. If you're quick and accurate, you can often eliminate all the hostiles at guard posts or other lightly defended installations before they can retaliate. It's not a cheap weapon, but it's extremely useful in a variety of situations, so don't hesitate to buy one once it's available. Faction troops and mercs don't carry the M-79, so the weapon shop is your only source. Make sure to buy the Grenadier Webbing too so you can carry more rounds.



**TIP** If you're having trouble choosing between the MGL-140 and the M-79, seriously consider going with the M-79. It's cheaper and fills only a secondary weapon slot, allowing you more flexibility in the primary slot. Plus it's available much sooner in the southern district. But if you have diamonds to spare, the MGL-140 never disappoints.

## MAC-10



Damage	1/1000
Range	1/1000
Accuracy	1/1000
Reliability	1/1000
Fire Rate	1/1000

**Weapon Class:** SMG

**Magazine Capacity:** 30

**Fire Mode:** Automatic

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 2

**Accuracy Upgrade:** 3 Diamonds

**Reliability Upgrade:** 3 Diamonds

**Ammo Upgrade:** 10 Diamonds (Light Assault Webbing)

**Multiplayer Availability:** Guerilla, Level 1; Gunner, Level 3

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

## Field Notes

The MAC-10 is a compact machine pistol with a blistering rate of fire, helping compensate for its low damage output. All it takes is a quick burst from this weapon to take down a target. But the weapon has a limited range and is best deployed in close quarters. Some skill and experience is required to get the most out of the MAC-10; its rate of fire can make the weapon difficult to control—go easy on the trigger to keep the weapon on target. Plus, the weapon chews through ammo at a blazing rate, requiring frequent reloads. But overall, this is a worthwhile weapon to add to the armory, especially when equipping a sniper rifle as your

primary weapon. While these weapons can be found on some enemies, used MAC-10s are quite unreliable and jam regularly. So ditch your old MAC-10 and exchange it for a new one every time you visit an armory.

## Makarov



Damage	1/1000
Range	1/1000
Accuracy	1/1000
Reliability	1/1000
Fire Rate	1/1000

**Weapon Class:** Pistol

**Magazine Capacity:** 8

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 4 Diamonds

**Shop Availability:** Leboa-Sako, Start

**Accuracy Upgrade:** 1 Diamond

**Reliability Upgrade:** 1 Diamond

**Ammo Upgrade:** 7 Diamonds (Pistol Belt)

**Multiplayer Availability:** Sharpshooter/Rebel, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	8+40	8+24	8+24	8+16
Ammo Upgrade	8+80	8+40	8+32	8+24

## Field Notes

The Makarov is the most common pistol found in the country, carried by most local militia and foreign fighters. It isn't the most powerful secondary weapon available, but it is the most accurate. For best results, aim at your target's upper torso and quickly fire 3–4 rounds for the kill. Recoil is minimal, making it easy to keep the weapon on target. Although the weapon is cheap, the Makarov is readily available in the aftermath of any fight. Save your diamonds for less common weapons and pick up Makarovs off your victims. Even used Makarovs are fairly reliable and should last until you can upgrade to a better weapon.



## Silent Makarov 6P9



Damage	★★★★
Range	★★★★
Accuracy	★★★★★★★★★★★★
Reliability	★★★★★★★★★★★★
Fire Rate	★★★★★★

**Weapon Class:** Pistol

**Magazine Capacity:** 8

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 6 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 1

**Accuracy Upgrade:** 2 Diamonds

**Reliability Upgrade:** 2 Diamonds

**Ammo Upgrade:** 7 Diamonds (Pistol Belt)

**Multiplayer Availability:** Saboteur, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	8+40	8+24	8+24	8+16
Ammo Upgrade	8+80	8+40	8+32	8+24

### Field Notes

The 6P9 is nearly identical to the standard Makarov but is fitted with a sound suppressor, minimizing the weapon's report and eliminating muzzle flash. This is the first silent weapon available and should be purchased early on to help covertly neutralize hostiles. But you'll need to get in close to use it, making it most effective during night operations—otherwise hostile units might see you before you get within the weapon's effective range. When firing, try to score headshots, otherwise your target might cry out, alerting his buddies. If a headshot isn't possible, quickly fire 3–4 rounds into the target's chest for the kill. Recoil is minimal, providing excellent accuracy even when the weapon is fired rapidly.

## Star .45



Damage	★★★★
Range	★★★★
Accuracy	★★★★★★★★★★★★
Reliability	★★★★★★★★★★★★
Fire Rate	★★★★★★

**Weapon Class:** Pistol

**Magazine Capacity:** 8

**Fire Mode:** Semi-Automatic

**Weapon Cost:** 6 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 1

**Accuracy Upgrade:** 2 Diamonds

**Reliability Upgrade:** 2 Diamonds

**Ammo Upgrade:** 7 Diamonds (Pistol Belt)

**Multiplayer Availability:** Commando, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	8+40	8+24	8+24	8+16
Ammo Upgrade	8+80	8+40	8+32	8+24

### Field Notes

The Star .45 is one of many variants based on the popular .45-calibre handgun deployed by the US military from 1911 to 1985. In terms of damage output, the weapon nicely bridges the gap between the underpowered Makarov and the overpowered Eagle .50. It's nicely balanced in all other categories, too, making it a solid addition to your armory. Most notable is its reliability, a feature that has made it a popular choice for nearly 100 years. Still, the weapon does exhibit some heavy recoil, so let it settle after each shot to keep it on target. Although they're not as common as Makarovs, the Star .45 is used by some militia and foreign fighters. Consider grabbing a used one and saving your diamonds for something else.



## Uzi



**Weapon Class:** SMG

**Magazine Capacity:** 30

**Fire Mode:** Automatic

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Bowa-Seko, Start

**Accuracy Upgrade:** 5 Diamonds

**Reliability Upgrade:** 5 Diamonds

**Ammo Upgrade:** 10 Diamonds (Light Assault Webbing)

**Multiplayer Availability:** Rebel, Level 3

Damage	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Range	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Accuracy	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Reliability	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Fire Rate	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100

Difficulty	Casual	Normal	Hardcore	Infamous
Default	30+150	30+90	30+90	30+60
Ammo Upgrade	30+300	30+150	30+120	30+90

## Field Notes

The Uzi is a vast improvement over the MAC-10, so if you're in the market for a good SMG, dish out the diamonds for this one as soon as you enter Bowa-Seko. The weapon's slower rate of fire makes it much easier to control and less likely to jam. Plus it performs similar to an assault rifle, making it a perfect rapid-firing back-up when you're equipped with a sniper rifle or shotgun as your primary weapon. However, with age and wear, the Uzi's reliability reduces significantly. While they're not all that common among hostiles, avoid picking up used Uzis when you do encounter them. Instead, pull fresh Uzis off the wall of an armory for optimal performance.

## SPECIAL WEAPONS

## Carl G Rocket Launcher



Damage	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Range	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Accuracy	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Reliability	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100
Fire Rate	1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100

**Weapon Class:** Rocket Launcher

**Magazine Capacity:** N/A

**Fire Mode:** Single-Shot

**Weapon Cost:** 35 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 4

**Accuracy Upgrade:** 8 Diamonds

**Reliability Upgrade:** 8 Diamonds

**Ammo Upgrade:** 15 Diamonds (Rocketeer Satchel)

**Multiplayer Availability:** Gunner, Level 2

Difficulty	Casual	Normal	Hardcore	Infamous
Default	1+5	1+3	1+3	1+2
Ammo Upgrade	1+8	1+5	1+4	1+3

## Field Notes

The Carl G is one of the most popular anti-tank weapon systems, deployed by militaries around the world. It fires an 84mm high-explosive rocket that can be guided to the target post-launch, ideal for taking out moving or stationary targets. Before firing, use the weapon's scope-like sight to aim the weapon at your target. After firing, keep the scope view engaged with the crosshairs over your target to guide the rocket until it impacts. While the Carl G is primarily designed to take out vehicles, it can effectively be deployed against a variety of targets, including personnel. It's particularly useful during some assassination missions when you can't get a line of sight on the target. Simply fire a rocket near the target and the high-explosive round will do the rest. These weapons are very expensive, but you don't have to shell out diamonds to get your hands on one. Many snipers in Bowa-Seko are equipped with this weapon, so feel free to steal one. Regardless of how you attain the Carl G, make sure it's part of your arsenal.



## CAUTION

When rocket launchers are fired, a large plume of fiery exhaust shoots out the back of the tube. So be mindful of your surroundings. If you're standing in dry grass, the exhaust could cause a wildfire, setting your legs on fire shortly after the launch. For best results, stand on rocks or other nonflammable surfaces when firing rockets.

## Dart Rifle



Damage	
Range	
Accuracy	
Reliability	
Fire Rate	

**Weapon Class:** Sniper Rifle

**Magazine Capacity:** 5

**Fire Mode:** Bolt-Action

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 4

**Accuracy Upgrade:** 3 Diamonds

**Reliability Upgrade:** 3 Diamonds

**Ammo Upgrade:** 10 Diamonds (Marksman Bandolier)

**Multiplayer Availability:** Saboteur, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5+45	5+25	5+25	5+15
Ammo Upgrade	5+85	5+45	5+35	5+25

## Field Notes

The Dart Rifle is the ultimate stealth weapon, allowing you to silently neutralize hostiles at long range. It fires a high-velocity subsonic dart capable of killing with a single headshot—a task made easy by the rifle's magnified scope. But the rifle lacks the effective range and accuracy of the louder, deadlier sniper rifles, so you'll need to move in closer than usual to score kills. Still, it's possible to remain concealed and snipe multiple targets without being discovered. But like the M1903, the rifle utilizes a bolt-action design, requiring the shooter to disengage the scope view while loading a new dart. Be patient and make each shot count so you don't have to reacquire your target. The Dart Rifle alone makes it worth completing all the convoy missions in Leboa-Sako so you can buy it from a weapon shop—the only source for this weapon.

## LPO-50



Damage	
Range	
Accuracy	
Reliability	
Fire Rate	

**Weapon Class:** Flamethrower

**Magazine Capacity:** N/A

**Fire Mode:** Continuous-Flow

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 3

**Accuracy Upgrade:** 5 Diamonds

**Reliability Upgrade:** 5 Diamonds

**Ammo Upgrade:** 10 Diamonds (Pyrotechnic Satchel)

**Multiplayer Availability:** Rebel, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	500	300	300	200
Ammo Upgrade	1,000	500	400	300

## Field Notes

This Soviet-era combat flamethrower is a high-damage, short-range weapon best used for starting wildfires for diversionary purposes. However, it is also very effective as an antipersonnel weapon, but it must be deployed at extremely close range. Unlike most weapons, it has no aiming mechanism or iron sight for the LPO-50. Just point and shoot—if your target is engulfed in flames, you scored a hit. The weapon has a visible fuel gauge, similar to what you'd see in an automobile. When you're low on gas, fill up by interacting with a fuel pile. The Pyrotechnic Satchel allows you to carry much more fuel. As the flamethrower ages, it will malfunction frequently, to the point where it barely functions. If you choose to purchase one, frequently grab new flamethrowers from the armory.

## TIP

The LPO-50 is a great way to quickly eliminate enemies in assault trucks.

Duck behind cover and wait for an assault truck to approach, then when it's nearby, stand up and douse the vehicle in flames. Thanks to the vehicle's open sides and rear, the driver and gunner don't stand a chance. Just make sure you're not hit by the truck before you can attack—the driver will try to run you down.





**M-249 SAW**



Damage	1,2,3,4,5,6,7,8,9,10			
Range	1,2,3,4			
Accuracy	1,2,3,4,5,6,7,8,9,10			
Reliability	1,2,3,4,5,6,7,8,9,10			
Fire Rate	1,2,3,4,5,6,7,8,9,10			

**Weapon Class:** Light Machinegun

**Magazine Capacity: 100**

**Fire Mode:** Automatic

**Weapon Cost:** 20 Diamonds

**Shop Availability:** Bowa-Seko, Convoy 1

**Accuracy Upgrade: 5 Diamonds**

**Reliability Upgrade:** 5 Diamonds

**Ammo Upgrade:** 15 Diamonds (Gunner Pack)

**Multiplayer Availability:** Gunner, Level 4

Difficulty	Casual	Normal	Hardcore	Infamous
Default	100+400	100+200	100+200	100+100
Ammo Upgrade	100+900	100+400	100+300	100+200

# Field Notes

The M-249 Squad Automatic Weapon (SAW) is an excellent choice for a special weapon, thanks to its large magazine capacity and well-balanced features. Although it deals slightly less damage and is less reliable than the PKM, the M-249 makes up for it in rate of fire, accuracy, and dampened recoil. Compared to the PKM, the M-249 is much easier to keep on target, even when firing long automatic bursts. So if you're equipping a sniper rifle or shotgun as your primary weapon, the M-249 provides the rapid-fire power you'll need if things take a turn for the worse. Simply laying down a volley of suppressive fire may be enough to make your enemies turn back temporarily, buying you time to escape or seek a new firing position. A few faction troops carry this weapon in Bowa-Seko, but due to reliability issues, you're better off purchasing your own.

# CAUTION

Both light machineguns are belt-fed and take several seconds to reload, so seek a safe spot before initiating a reload or switch to another weapon.

## PKM



Damage	★★★★★		
Range	★★★		
Accuracy	★★★★★		
Reliability	★★★★★	★★★★★	★★★★★
Fire Rate	★★★★★		

**Weapon Class:** Light Machinegun

**Magazine Capacity: 100**

**Fire Mode:** Automatic

**Weapon Cost:** 10 Diamonds

**Shop Availability:** Leboa-Sako, Convoy 2

**Accuracy Upgrade: 3 Diamonds**

**Reliability Upgrade:** 3 Diamonds

**Ammo Upgrade:** 15 Diamonds (Gunner Pack)

**Multiplayer Availability:** Gunner, Level 1

Difficulty	Casual	Normal	Hardcore	Infamous
Default	100+400	100+200	100+200	100+100
Ammo Upgrade	100+900	100+400	100+300	100+200

## Field Notes

As the first light machinegun available, the PKM is a great way to add some heavy firepower to your arsenal, particularly if you're in need of rapid fire. But the weapon isn't entirely easy to use. For one, the recoil is rather extreme, causing the weapon to buck wildly with each burst. So accuracy is greatly reduced unless you fire in very short bursts. Despite its deficiencies, the PKM is a very reliable weapon and jams less frequently than the M-249, even after rough use. Therefore, consider picking one up off a dead faction soldier. Still, at 10 diamonds, the PKM isn't going to break the bank, and it's well worth owning one until you can upgrade to the M-249.

## RPG-7 Rocket Launcher



Damage	7000
Range	1000
Accuracy	90%
Reliability	95%
Fire Rate	NA



**Multiplayer Availability:** Rebel, Level 2

**Multiplayer Availability:** N/A



## HAND-TOSSED WEAPONS

### M-67 Grenade



**Ammo Upgrade:** 10 Diamonds  
(Grenadier Webbing)

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5	3	3	2
Ammo Upgrade	8	5	4	3

### Field Notes

The M-67 is a basic fragmentation grenade, equipped with a 4.2-second time-delayed fuse. Upon detonation, the grenade has an effective blast radius of approximately 15 meters, killing or injuring anyone within range. Designed primarily as an antipersonnel weapon, grenades are also very effective against vehicles and other lightly armored targets. For best results, throw grenades beneath vehicles to take them out with one blast. But grenades can roll and bounce before detonating, so take this into account before tossing one at a particular object. If you need more grenades, interact with an explosive pile to stock up.

Dead enemies drop grenades at different rates based on the selected difficulty. On the Casual setting, every enemy drops a grenade. At Normal difficulty, half of the enemies drop grenades. At Hardcore the grenade drop rate is one out of three, and at Infamous, it's one out of four.

### NOTE

### Molotov Cocktail



**Ammo Upgrade:** 10 Diamonds  
(Pyrotechnic Satchel)

Difficulty	Casual	Normal	Hardcore	Infamous
Default	5	3	3	2
Ammo Upgrade	8	5	4	3

### Field Notes

Molotov cocktails function similarly to grenades, but instead of spewing shrapnel, they explode into a ball of fire upon impacting any surface, coating the target in a flammable liquid. While molotovs can be used directly against personnel, they're most effective at starting wildfires in dry windy conditions. Fire is a force multiplier working in your favor, causing enemies to keep their eyes on the encroaching flames instead of shooting at you. Fires can also distract enemies. Start a fire on one side of an installation to attract attention away from the guards so you can infiltrate from a different angle. Unlike grenades, molotovs are only mildly effective against vehicles unless you hit the driver or passengers. When it's time to stock up on more, interact with a fuel pile.

### EXPLOSIVE AND FLAMMABLE OBJECTS

Some of the heaviest damage you can cause isn't inflicted by weapons at all. By targeting various volatile objects you can unleash massive explosions and set off devastating wildfires. Here are the key objects you should look for before initiating an attack.

#### Explosive Barrels

Simply shoot these red and yellow barrels to set off large explosions. Red barrels explode outward while yellow barrels shoot off like rockets, usually triggering fires upon landing. Consider tipping yellow barrels over on their sides before shooting them—they'll skid along the ground, setting fire to anything in their path.



#### Fuel Can



These small cans of petrol explode when shot, spewing a large plume of flame, igniting anything nearby.

#### Fuel Tank

These large fuel tanks are usually found on docks or other refueling stations. All it takes is a few shots to set off a fiery explosion, sending flames in all directions.





## EXPLOSIVE AND FLAMMABLE OBJECTS (CONTINUED)

### Gas Cylinder

These long cylindrical tanks go airborne when punctured, flying through the air in an unpredictable manner before eventually exploding. Targeting these tanks is a great way to start several small fires over a wide area. But make sure you're not too close, because there's no telling where the tank might fly and explode.



### Propane Tank (Small)



When punctured by a single round, these pressurized canisters shoot out a jet of flame and spin wildly, igniting anything

they come into contact with. After several seconds of spinning around, they explode, spreading flames over a wide area.

### Propane Tank (Large)

Unlike the smaller variants, these massive tanks are anchored to the ground, so when shot they don't move. However, they



still emit a jet-like flame from each puncture. This is a good way to set a grass fire; aim low on the tank so the flame shoots into the ground. Upon taking heavier damage, the tank will explode, killing anyone nearby.

## MOUNTED WEAPONS

### M-249 SAW



**Weapon Class:** Light Machinegun

**Magazine Capacity:** N/A

**Fire Mode:** Automatic

**Availability:** Leboa-Sako and Bowa-Seko

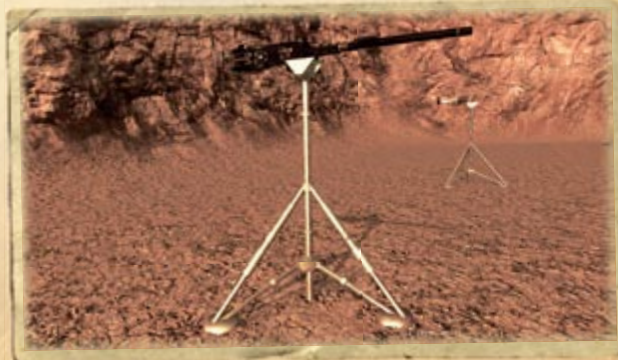
### Field Notes

The mounted version of the M-249 is virtually identical to the hand-carried special weapon, but it's slightly more stable due to lessened recoil. Plus, like all mounted weapons, it has unlimited ammo. However, go easy on the trigger or the barrel will overheat and temporarily cease functioning. Monitor the barrel's temperature by looking for rising smoke. If you see dark gray or black smoke, stop firing and let the barrel cool down.

Mounted weapons can be found at all guard posts and other well-defended installations throughout the country. They're also mounted on assault trucks, swamp boats, and fishing boats.

### NOTE

### M2 .50 Cal.



**Weapon Class:** Heavy Machinegun

**Magazine Capacity:** N/A

**Fire Mode:** Automatic

**Availability:** Bowa-Seko



## Field Notes

The M2 has been in service since the 1920s and remains one of the most formidable and prolific heavy machineguns in the world. While it functions similarly to the M-249, the M2 has a slower rate of fire but delivers a much more powerful .50-calibre round, capable of easily punching through infantry and vehicles alike—all it takes is a short burst to disable any vehicle. The weapon is also very effective at long range. In Bowa-Seko, scout around for assault trucks equipped with the M2 and use them to mow down faction troops at guard posts and other lightly guarded installations.

## MK-19 Grenade Launcher



**Weapon Class:** Grenade Launcher

**Magazine Capacity:** N/A

**Fire Mode:** Automatic

**Availability:** Bowa-Seko

## Field Notes

The MK-19 is easily one of the most devastating weapons in the region, capable of rapidly firing 40mm high-explosive fragmentation grenades. These mounted weapons can be found at a few locations in Bowa-Seko. Some mercs have even mounted them on their assault trucks—avoid these guys at all costs, or steal their vehicle and use it for yourself. Like any grenade launcher, the MK-19 lobbs its rounds in an arc-like trajectory, requiring the operator to tilt the barrel to compensate for range. But at the rate the weapon fires grenades, accuracy isn't a big concern. Use these weapons to rapidly eliminate large groups of enemies and their vehicles.

## EQUIPMENT

In addition to weapons, you can purchase various types of equipment and upgrades at weapon shops. Here's a rundown of the equipment waiting to be added to your inventory, along with each item's cost, availability, and function.

## Ammo Upgrades

Ammo upgrades can be purchased from the weapon shop's computer. These increase the amount of a particular type of ammo you can carry. Once purchased they appear in the upgrades menu of your journal, but there is no graphical representation of these equipment pieces in the game world. For the exact amount each upgrade increases a weapon's ammo count by, see the "Ammo Counts" tables accompanying each weapon profile—the amount of ammo carried is affected by the difficulty setting. For the cost, availability, and general description of each ammo upgrade, see the table below.

### Ammo Upgrades

Name	Cost (Diamonds)	Availability	Description
Assault Webbing	10	Bowa-Seko	Increases amount of assault rifle (and Silent MP-5) ammo carried.
Grenadier Webbing	10	Leboa-Sako	Increases the number of grenades and IEDs carried.
Gunner Pack	15	Bowa-Seko	Increases amount of light machinegun ammo carried.
Light Assault Webbing	10	Leboa-Sako	Increases amount of SMG ammo carried.
Marksmans query Bandolier	15	Bowa-Seko	Increases amount of sniper rifle ammo carried.
Pistol Belt	7	Leboa-Sako	Increases amount of pistol ammo carried.
Pyrotechnic Satchel	10	Bowa-Seko	Increases amount of molotovs, flares, and flamethrower fuel carried.
Rocketeer Satchel	15	Bowa-Seko	Increases amount of rocket launcher and mortar ammo carried.
Shotgun Bandolier	10	Leboa-Sako	Increases number of shotgun shells carried.



## Stealth Upgrade: Camo Suit

**Cost:** 45 Diamonds

**Shop Availability:** Leboa-Sako

The camo suit is the single most expensive item in the game, but it's well worth every diamond—the suit is automatically applied to your character upon purchase. While you're crouched in tall grass, the suit makes you almost invisible to the hostile AI, even enemies standing only a few feet away. However, the effect is lost if you are detected by shooting, moving, or standing up. So if enemies are nearby, stay low and stay still until they're looking away from your position, then either take them out or move to a new position. The camo suit is most effective when you use silent weapons, like the Dart Rifle. With no audible report to zero in on, the enemies won't know where to begin searching for you. And even if they do, they'll have a very hard time detecting you.

## Syrette Upgrades

The syrette upgrades increase the number of syrettes you can carry. As with ammo, this number is affected by the chosen difficulty setting—the more difficult the setting, the fewer syrettes you can carry. Study the table below for a complete breakdown of both upgrades.

### Syrette Upgrades by Difficulty Level

Name	Cost	Availability	Casual	Normal	Hardcore	Infamous
Medium Kit	25 Diamonds	Leboa-Sako	6 Syrettes	5 Syrettes	4 Syrettes	3 Syrettes
Large Kit	25 Diamonds	Bowa-Seko	8 Syrettes	6 Syrettes	5 Syrettes	4 Syrettes

## Weapon Storage

Primary, secondary, and special weapon crates can be purchased at the weapon shop and accessed in the armory or any unlocked safe house. You can store one weapon in a crate at a time. The stored weapon is then accessible by interacting with any weapon crate at any armory or safe house. Consider pulling fresh weapons off the walls of the armory and stowing them in these crates. This allows you to access new weapons whenever you're in any safe house. For example, if you put a new M1903 sniper rifle in the primary weapon crate at the armory by Mike's Bar, you can then access the same sniper rifle by opening the primary weapon crate at any safe house (or armory) on the map.

### Primary Weapon Crate



**Cost:** 12 Diamonds

**Shop Availability:** Leboa-Sako

### Secondary Weapon Crate



**Cost:** 6 Diamonds

**Shop Availability:** Leboa-Sako

### Special Weapon Crate



**Cost:** 6 Diamonds

**Shop Availability:** Leboa-Sako



# SUPPLIES

Short on ammo, grenades, fuel, or syrettes? Keeping supplied with these vital pickups is essential, especially at the more advanced difficulty levels where you can only carry a few. So keep your eyes peeled for ammo piles, explosive piles, fuel piles, and first aid kits. There are a few other minor pickups you can grab to hold you over until you reach a more substantial stash of supplies. Here's a complete list of the pickups and what each provides:

## Supply Pickups











Image	Name	Description
	Ammo Pile	Replenishes ammo for all firearms.
	Ammo Box	Contains one magazine of ammo.
	Bottled Water	Restores one bar of your health meter.
	Explosive Pile	Replenishes grenades, rockets, mortar shells, and IEDs.
	Explosive Box	Contains one grenade.

Image	Name	Description
	First Aid Kit (Large)	Contains three syrettes.
	First Aid Kit (Small)	Contains one syrette.
	Fuel Pile	Replenishes molotovs, flares, and fuel for flame-thrower.
	Fuel Can	Contains one molotov cocktail.
	Save Box	Saves your game.

# VEHICLES

Traveling from point A to point B is a large part of the adventure in *Far Cry 2*, and your choice of vehicle can make each trip a cinch or a complete disaster. So before heading out on your first mission, take a few moments to brush up on the pros and cons of each vehicle.

## Assault Truck



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** 1 Turret

**Speed:** Moderate

**Acceleration:** Poor

**Handling:** Moderate

**Off-Road Performance:** Moderate

**Durability:** Excellent

**Driver/Passenger Capacity:** 3

**Engine Location:** Front

**Repair Upgrade:** 15 Diamonds

The assault truck is one of the most common vehicles found in the both districts, a favorite of faction troops and foreign fighters. It's little more than a four-wheel-drive pickup truck fitted with an improvised 360-degree rotatable turret. In most cases the turret is equipped with an M-249 light machinegun. In Bowa-Seko, some mercs have upgraded the vehicle's weaponry by attaching an M2 heavy machinegun or MK-19 grenade launcher, making the assault truck extremely lethal. When driving an assault truck you can quickly transition between the driver's seat and turret by pressing the *interact* button—this is much faster than exiting the vehicle first and moving around the back to climb into the turret. Performance-wise, the assault truck is rather mediocre, but it is extremely durable and can sustain heavy damage before it's completely inoperable. However, the open nature of the vehicle gives the driver and passengers very little protection from small-arms fire, so take this into account when taking fire on the exposed sides or rear. Still, when traveling along roads, this vehicle should be your first choice. You can usually find them parked at safe houses and guard posts.



## CAUTION

Mercs in assault trucks frequent the roads of both districts, so expect to encounter these random patrols regularly. If in a vehicle of your own and facing an assault truck head on, step on the gas and blow past the enemy truck as quickly as possible. Once you're past the truck, pull off along the side of the road and get out of your vehicle. Either seek cover on the side of the road or climb in the turret of your own assault truck and open fire on the enemy truck as it circles back to hunt you down—always shoot the gunner first. Whatever you do, don't stand out in the open, as the enemy driver will attempt to run you down. In a pinch, your own vehicle can serve as adequate cover while you engage the hostiles. Wait until the enemy truck stops, then toss a grenade beneath it to blow it and its occupants to smithereens.

## Big Truck



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** None

**Speed:** Poor

**Acceleration:** Poor

**Handling:** Poor

**Off-Road Performance:** Poor

**Durability:** Excellent

**Driver/Passenger Capacity:** 2

**Engine Location:** Front

**Repair Upgrade:** 10 Diamonds

These large cargo trucks are often used to carry weapons and other supplies. On rare occasions you may have to drive these unwieldy behemoths—a task you should avoid whenever possible. For the most part you'll be ambushing these trucks, particularly during convoy missions. Despite their poor performance, these trucks are very durable and seemingly impervious to small-arms fire. So hit them hard with IEDs, rocket launchers, or grenade launchers to take them out quickly. When driving these trucks, go easy on the

gas, particularly on windy roads. Due to the vehicle's poor handling it's quite easy to run off the road. Plus, the braking is quite poor, so be careful on downhill slopes.

## NOTE

Any damaged vehicle can be repaired by interacting with its engine. The heavier

the damage, the longer it will take to repair. You can reduce the amount of time it takes to repair a vehicle by buying repair upgrades, available at the weapon shops.



## Buggy



**Availability:** Bowa-Seko

**Armament:** None

**Speed:** Excellent

**Acceleration:** Excellent

**Handling:** Excellent

**Off-Road Performance:** Excellent

**Durability:** Poor

**Driver/Passenger Capacity:** 1

**Engine Location:** Rear

**Repair Upgrade:** 15 Diamonds

When it comes to speed and maneuverability, the buggy is unmatched. Designed primarily for off-road use, the buggy is well suited for the challenging terrain found in the southern district, allowing you to bypass roads to circumvent patrols and guard posts. It's particularly competent at climbing hills, a task some of the other vehicles struggle with. But such mobility comes at a price. With little more than a roll cage, the buggy offers virtually no protection from small-arms fire, leaving the driver completely exposed. The rear-mounted engine is also exposed, allowing pursuers to cripple the vehicle by simply targeting the engine. Overall, the buggy is a great way to get around, but do your best to steer clear of hostile units. Otherwise it can be a deathtrap.



## Car



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** None

**Speed:** Moderate

**Acceleration:** Moderate

**Handling:** Moderate

**Off-Road Performance:** Poor

**Durability:** Moderate

**Driver/Passenger Capacity:** 2

**Engine Location:** Front

**Repair Upgrade:** 10 Diamonds

This two-door coupe is another common vehicle found in both districts, usually parked near bus stations or safe houses. It's a decent choice for getting around Pala and the nearby areas, but think twice before driving it into APR- or UFL- controlled zones. Patrolling assault trucks can easily chase it down and disable it, putting you in serious danger. And forget about trying to take it off-road. The car has trouble traversing even moderately uneven terrain without bouncing around uncontrollably. So if you're stranded, use the car until you can find a better vehicle, but be ready to ditch it at the first sign of trouble.

## Fishing Boat



**Availability:** Bowa-Seko

**Armament:** 1 Turret

**Speed:** Moderate

**Acceleration:** Poor

**Handling:** Poor

**Off-Road Performance:** N/A

**Durability:** Moderate

**Driver/Passenger Capacity:** 2

**Engine Location:** Middle

**Repair Upgrade:** 10 Diamonds

These fishing boats were once the backbone of the country's meager fishing industry. Now they've been commandeered by mercs and faction troops, fitted with turrets on the bow. To pilot a fishing boat, hop aboard and interact with the wheelhouse at the center—press the *interact* button again to exit the wheelhouse. The forward-facing turret on the bow can be controlled using the same input. Like the swamp boat's turret, the fishing boat's turret has a limited forward firing arc, requiring the bow to be facing the intended target. However, regular hand-held weapons can be deployed to defend the boat's other sides. These boats are found exclusively at Lake Segolo, in Bowa-Seko, and are a good option for crossing the lake. Watch out for other boats while doing so and be ready to fend off attackers. Rocket and grenade launchers are the best way to take out other water-borne craft.

## Jeep<sup>(R)</sup> Liberty



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** None

**Speed:** Moderate

**Acceleration:** Moderate

**Handling:** Excellent

**Off-Road Performance:** Moderate

**Durability:** Moderate

**Driver/Passenger Capacity:** 4

**Engine Location:** Front

**Repair Upgrade:** 10 Diamonds



The Liberty is the preferred vehicle of the country's few remaining dignitaries and VIPs. It offers a noticeably smoother and quieter ride than the other available vehicles and is a good choice for both road-based and off-road travel. Although it isn't an armored vehicle, the body offers decent protection against small-arms fire, often buying you just enough time to race away from a threat before any serious damage can be inflicted. However, assault trucks still pose a danger when you're traveling along roads. Either avoid roads altogether or be ready to ditch the vehicle when an assault truck's driver has spotted you. These vehicles can usually be found in the country's more affluent areas, such as Port Selao.

## Jeep<sup>(R)</sup> Wrangler



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** None

**Speed:** Moderate

**Acceleration:** Moderate

**Handling:** Excellent

**Off-Road Performance:** Excellent

**Durability:** Moderate

**Driver/Passenger Capacity:** 4

**Engine Location:** Front

**Repair Upgrade:** 10 Diamonds

The Wrangler performs much like the Liberty but is slightly more responsive when traveling off-road. This makes it a good choice for overland travel, helping you avoid patrolling assault trucks and guard posts. While it isn't as maneuverable as the buggy, the Wrangler is much more durable and offers more protection for its driver and occupants when taking small-arms fire. But it's far from invincible and will succumb to attacks by assault trucks. Be ready to ditch the vehicle if it begins spewing smoke. The Wrangler isn't as common as some of the other vehicles but can sometimes be found at safe houses and weapon shops. It's also a favorite of foreign fighters for patrolling remote areas.

## Paraglider



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** None

**Speed:** Poor

**Acceleration:** N/A

**Handling:** Moderate

**Off-Road Performance:** N/A

**Durability:** Poor

**Driver/Passenger Capacity:** 1

**Engine Location:** N/A

**Repair Upgrade:** N/A

Paragliders are rare, but when available they provide the opportunity to silently glide across vast landscapes. These are always found high atop cliff-side perches. Simply move next to one and interact with it to begin flying. While soaring, delicately nudge the glider left and right to steer it. To optimize distance, avoid steep banks, which cause you to lose altitude. Also, avoid flying directly over enemy-controlled installations. All it takes is a few gunshots to knock the paraglider out of the sky, usually dropping you within close range of hostile units. But when flying at night, it's possible to slip over guard posts and other enemy-controlled areas without being noticed. Sometimes this is a good way to quickly infiltrate an area without drawing attention to yourself—there is no quieter way to travel.



## Swamp Boat



**Availability:** Leboa-Sako and Bowa-Seko

**Armament:** 1 Turret

**Speed:** Moderate

**Acceleration:** Moderate

**Handling:** Moderate

**Off-Road Performance:** N/A

**Durability:** Poor

**Driver/Passenger Capacity:** 2

**Engine Location:** Rear

**Repair Upgrade:** 15 Diamonds

### CAUTION

Like the fishing boats, the turrets on swamp boats fire only in a limited forward arc. So if facing a hostile swamp boat head-on, throttle past it at full speed to get out of the kill zone. The hostile boat must then turn completely around before it can reacquire you, by which time you should be well out of range.





# LEBOA-SAKO MISSION INDEX

Welcome to Leboa-Sako, the northern district of this small, war-torn country. This is where your journey begins at the start of *Far Cry 2*, with a short, uneventful ride from the airfield heading north to your hotel in Pala. But after that, things get much more exciting—and dangerous.

## WALKTHROUGH INTRODUCTION

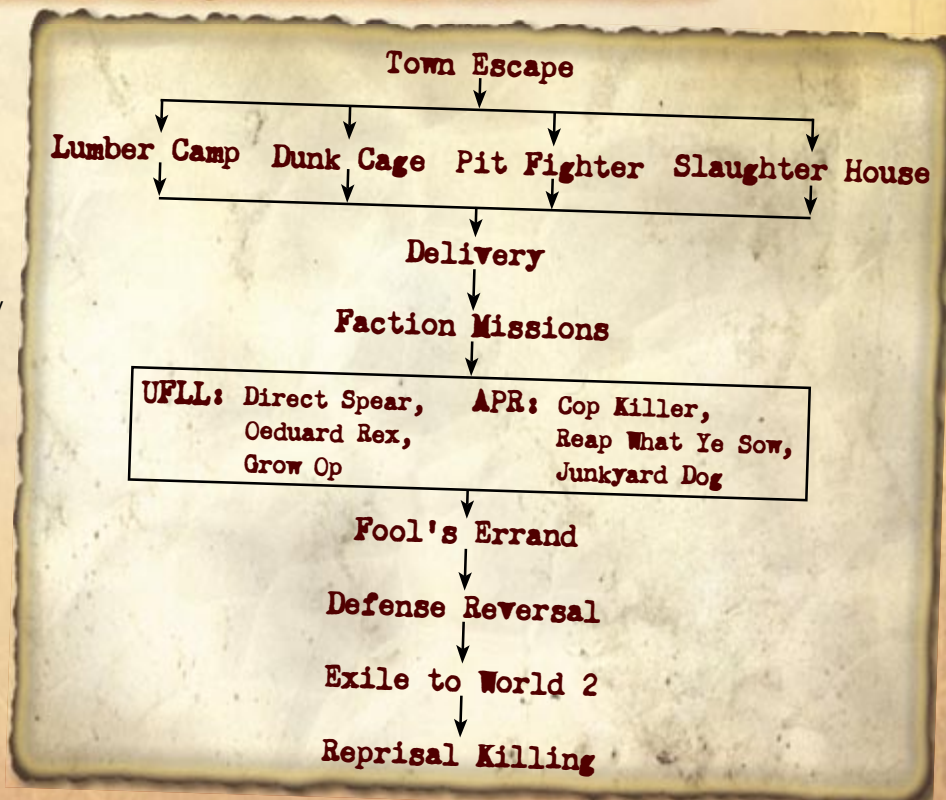
*Far Cry 2* is a very open-ended game, requiring you to make some complex tactical decisions. Although you're tasked with completing scripted objectives, numerous methods and techniques can be employed to fulfill a mission's unique requirements. The tactics described in the following pages are by no means the final word. Rather, the goal of the walkthrough is to illustrate the quickest and easiest way to complete a mission's objectives, with an emphasis on stealth and maintaining the element of surprise. These tactics are mere guidelines, helping you identify targets/objectives and probing their vulnerabilities. Follow the strategies described or devise your own plans to take advantage of the always-fluid situation. Changes in weather, lighting conditions (day/night), AI behavior, and other unforeseeable factors often require a degree of improvisation, so stay on your toes and continually look for ways to tilt the odds in your favor. You're always outnumbered, so outsmarting your enemies is safer than outgunning them.

The walkthrough starts with the critical path missions, but the game does not have to be played in such a linear fashion. Following the completion of the tutorial missions, you're free to take on a wide variety of jobs, including a number of side missions. Even the six faction missions don't have to be played in order. So use this walkthrough like an index. Pick your own path in the game, then reference the guide for tips on your current assignment.

When you see these boxes it means a diamond briefcase is somewhere along the path described in the walkthrough. There are 220 diamond briefcases in the game, split between Leboa-Sako and Bowa-Seko. While playing through the critical path missions you'll come across only a small fraction of these briefcases. You can retrieve the rest by exploring the two worlds on your own. The maps at the back of the guide reveal the locations of every diamond briefcase, so be sure to reference them when conducting your search for diamonds.

## CRITICAL PATH PROGRESSION

Leboa-Sako's critical path missions must be completed before you can move on to Bowa-Seko, in the south. The following flow chart illustrates the progression through these requisite missions. At the center are the faction missions. All six of these missions must be taken care of before moving on, but they can be completed in any order. The side missions (buddy quests and assassination, convoy, and underground missions) are not required to complete the game, but taking on these extraneous missions helps you build your reputation, earn extra diamonds, unlock weapons, and attain malaria medication.





# DISTRICT MAP



## Legend

- |                |                  |
|----------------|------------------|
| UFLH HQ        | Cellular Antenna |
| APR HQ         | Weapon Shop      |
| Underground HQ | Bus Station      |
| Mike's Bar     | Guard Post       |
| Safe House     | Underground Cell |

## TIP

When a mission is available, this exclamation point icon appears next to the location's icon on your in-game map. These mission icons appear next to the HQs, Mike's Bar, weapon shops, and cellular antennas.





## ACT I: TUTORIAL MISSIONS

The following missions are designed to introduce you to the game world and familiarize you with the various gameplay mechanics, equipment, locations, and objectives. These missions are required and play out in a linear fashion. Do not deviate from the mission objectives or else you'll pass out from malaria. You're free to explore the world on your own once you complete the *Delivery* mission.

### THE ROAD TO PALA

FIVE MINUTES IN THE COUNTRY AND IT'S CLEAR—THINGS ARE ABOUT TO GO VERY BAD. THE UFLL AND THE APR ARE GEARING UP FOR OPEN FIGHTING. MY MISSION IS SIMPLE: TO KILL 'THE JACKAL'—THE BASTARD THAT ARMED BOTH SIDES. IT WASN'T SO LONG AGO THAT THIS WAS ANOTHER ONE OF THOSE DIRTY LITTLE WARS THAT BARELY RATED A SIDEBAR. THERE WAS AN ARMS EMBARGO IN PLACE, AND EVERYONE BACK HOME COULD JUST CLUCK THEIR TONGUES AND PLAN THEIR NEXT TAX-DEDUCTIBLE DONATION... WHEN THE JACKAL SHOWED UP HERE WITH CONTAINERS FULL OF AKS AND RPGS, THAT SET OFF SOME ALARM BELLS SOMEWHERE. THIS GUY REALLY PUTS THE FEAR IN THE BLACK-BAG CROWD. THERE MUST BE SOME HISTORY THERE THEY CAN'T AFFORD TO HAVE WALKING AROUND.

**Main Objective:** Find the Jackal and kill him.



**Mission Details:** The target's presence in the state continues to be a destabilizing influence. He is largely responsible for the recent influx of weapons into the country, in clear violation of the Joint Signatory Framework. His reputation as a dangerous arms dealer is well deserved. Orders to terminate.



As the game begins, you find yourself in the backseat of a Jeep® driven by a local. He seems cheerful and infor-

mative enough. Look around as the Jeep® bumps along the dusty road to Pala and listen to the driver—there is much to learn about the current situation in this troubled country. At one point the driver points to a small aircraft overhead, stating that it's probably one of the last planes to be seen flying out of the country. The ongoing fighting has created a humanitarian crisis, prompting many to leave the country by any means possible. The exodus has been in full swing for months now, kick-started by the discovery of the president's body last spring and the subsequent fall of the government—it's rumored the president was gunned down by his own security detail. Those who can't afford a plane ticket have resorted to walking or piling aboard rickety riverboats—anything to escape the escalating war between the UFLL and APR, the two factions fighting for control of the country. Refugees line the sides of the road, hiking toward the airstrip you just left. Perhaps they have the right idea.

Farther down the road the Jeep® is stopped at an improvised checkpoint manned by a mix of locals and foreign mercenaries.



While these mercs exhibit an air of authority, they're little more than thugs, quick to intimidate and extort bribes. Warlords, local militia, and foreign "security consultants" have attempted to fill the power vacuum. Recent power plays have intensified since the African Union withdrew several weeks ago. These checkpoints are just one way they exert their control over the powerless. Fortunately, your driver knows how to deal with them, offering to drop off some beer on his way out of town. It seems to do the trick. They let the Jeep® pass. Sometimes simple "negotiations" like this are the difference between life and death.



The Jeep® is stopped again at a crossroads. An assault truck (equipped with a light machinegun) halts traffic,

allowing three large trucks full of troops to pass. It's unclear which faction these "troops" belong to, if any. Not that it matters. Both the UFLL and APR have been connected to outrageous atrocities. The usual international hand-wringing and impotent appeals for peace have done little to stop the killing. In fact, the international community was quick to skip town once things turned sour. The Belgian embassy was the last to close its doors, and that was several months ago.



Since then the only foreign presence in the country has been mercenaries, flooding in from all over the world—you're not the first and you won't be the last.



A disturbing scene unfolds along the side of the road outside Pala. Three mercenaries stand around and watch a few shanty

structures go up in flames. The mercs make no attempt to stop the Jeep®, seemingly fixated by the bright flames and thick black smoke. It's unclear who or what is in those structures, but the driver isn't intent on finding out. He simply sticks to the road and acts as if nothing is out of place, careful to make no eye contact with the pyromaniacs. Failed states like this are a mercenary's playground. There are no rules. No boundaries of acceptable behavior. Shortly after crossing the bridge leading into Pala you're struck by a severe dizzy spell. Maybe it was the flight? Or the heat? But it soon passes.

## Pala



Pala isn't impressive. But it's the only town in Leboa-Sako, the tiny country's northern region.

Before the collapse of the government, this was a bustling center of trade and commerce, but all of the merchants have closed shop, either by choice or due to tragic events. Riots, looting, fires, and even car bombs have taken their toll on local businesses. Like most rational and financially secure citizens, the country's entrepreneur class packed up a long time ago. Now Pala is split in two, with the APR controlling the east side and the UFL holding the west. It's a very unusual arrangement, with rivals from each faction adhering to a cease-fire within the town's limits. The cease-fire agreement is far from iron-clad, though. Sporadic gunfire is a regular occurrence at night, sometimes leading to full-scale firefighting. And anyone brazen enough to enter town with a raised weapon is likely to be gunned down by either side. It's an imperfect truce at best. Still, the sense of security is far greater here than anywhere else in the country.



The Hotel Pala is in the center of town, across the street from the church. It's seen better days, but it's the only

functioning hotel in town. As the driver pulls in front of the hotel, another severe dizzy spell strikes. This time it doesn't fade. Instead, the world blurs before you and everything goes dark....

## TOWN ESCAPE



You awake in a dark room, presumably in the hotel. A man with a handgun crouches on the opposite side of the room,

rummaging through your gear. But you're in no condition to respond. He eventually retrieves your journal and reads the latest entry aloud, realizing you've been sent to kill him—this man is the Jackal! But since you've contracted malaria, he no longer sees you as a threat and spares your life. However, he drives home a stern warning, embedding a machete in

the wall just inches above your head while aiming the pistol at you: "Nobody kills me. I'm the one who decides who lives and dies." He ends his monologue with a quote from Nietzsche, then places the pistol on a bedside table before making his exit. Soon after he walks out, you pass out again. But you're soon awakened by the sound of gunfire.

**Main Objective:** Get out of the town.

**Mission Details:** There's fighting all over the streets. And it's only gonna get uglier. I gotta get out of town if I want to avoid the cross-fire.





## Mission Map: Pala



### Legend



Mounted Weapon



Roadblock



It appears the cease-fire has been broken. UFL and APR forces are clashing in the streets outside the hotel.

Escaping Pala

is your best chance of survival. As you get up from the bed, you automatically gather your journal, the machete, and the Star .45 pistol left behind by the Jackal. Follow the on-screen instructions to move out of the room. The exit to the adjacent room is blocked by rubble. Jump up onto the rubble first, then crouch to crawl through the doorway to enter the hotel's lobby.

There are three ways out of the hotel, but some are safer than others. The hotel's main entrance on the first

floor exits onto the town's main street. Exiting here would put you in the middle of a cross-fire. It's better to exit the hotel from one of the two upper-floor windows on the north side.



Dropping out of one of these windows puts you in a narrow alley, close to the town's northern outskirts. Use your map to orient yourself before hopping through either window.



Whatever your path of escape, be ready to fight once you hit the ground. UFL and APR troops are swarming the town, and

they won't hesitate to gun you down. Crouch and take aim at any threats, using the pistol's iron sight to score torso and headshots. Striking limbs does little damage and only wastes ammo, so make sure each shot counts.

**TIP** The quickest way to end this mission is to rush out of town, preferably to the north or east. You can't kill all the enemies because they continually spawn on the outskirts of town, providing an endless supply of hostiles.

Scour dead bodies for primary weapons.

The APR and UFL forces are armed primarily with G3-KA4 assault rifles,

Homeland 37 shotguns, and Makarov pistols—you may even find a few grenades. The G3-KA4 is the best choice for this engagement, providing a high rate of fire and decent accuracy at long and short range. Still, utilize the iron sight when firing to ensure quick kills and conserve ammo. If you run out of ammo, switch to your pistol or grab a new weapon off the ground.

Fight your way to the north side of town and stay on the move. If you get pinned down anywhere, you'll

quickly be overwhelmed by enemies rushing to your location. Don't forget to check your map to ensure you're moving in the right direction. Avoid the main roads and the four roadblocks set up on the town's outer four corners. If you make it outside town, you automatically pass out from the side effects of malaria. Where you pass out, either from malaria or inflicted wounds, determines what mission you undertake next.





For this mission, Pala is split up into quadrants, as visible on the map above. The quadrant you end the mission in (either by succumbing to gunshot wounds or passing out from malaria on the outskirts of town) determines which mission you get next. If you escape or pass out in the northeast quadrant, you're rescued by Joaquin Carbonell of the UFLL and given the *Lumber Camp* mission. Ending the mission in the northwest quadrant puts you in the hands of Anto Kankaras of the UFLL, who sends you on the *Pit Fighter* mission. Collapsing in the southeast quadrant gives you Walton Purefoy's *Dunk Cage* mission for the APR. If you end the mission in the southwest quadrant, the APR's Arturo Quiapo sends you on the *Slaughterhouse* mission.

## NOTE

## LUMBER CAMP

## Mission Map



## Legend



Mission Start



Safe House



Main Objective

This mission begins immediately following *Town Escape* if you collapsed within Pala's northeast quadrant.

## NOTE

**Main Objective:** Gear up and heal myself.

**Mission Details:** The lieutenant's asked me to gear up and heal myself.



You awake in what appears to be a small storage closet. Follow the on-screen instructions to heal yourself. When your health is

below one bar you're in critical condition. You only have a few seconds to heal yourself while in this state, so get to work. Once you've healed, Joaquin Carbonell, a lieutenant with the UFLL, introduces himself—and he's not too cheery. Since his men saved you, he feels you owe the UFLL a favor. When instructed, turn to the blue case on the shelf to the left and save your game.

Joaquin orders you to step outside the closet and kit up for your next mission—all weapons previously attained in



the town have been stripped. Directly across from the closet is a table holding three weapons. Quickly gather up the G3-KA4 assault rifle as your primary weapon, the Makarov as your secondary, and the LPO-50 flamethrower as your special weapon. You also have a machete.



A large first aid kit hangs on the wall next to the table. Interact with it to grab a few syrettes. Use one syrette now

to restore your health to 100 percent. Currently you can carry a maximum of three syrettes at a time, so keep your eyes peeled for more first aid kits scattered throughout the world. There are two types: large and small. Large first aid kits hold three syrettes, and small first aid kits only contain one. Syrettes have no impact on your malaria symptoms. You'll need to track down malaria medication elsewhere to manage the occasional dizzy spells.



## Car Repair

**Main Objective:** Repair the car parked outside.



**Mission Details:** The lieutenant's asked me to repair the car outside.



After you're done gearing up and healing, Joaquin begins the briefing. The firefight in Pala has left him short-

handed, so he needs you to run some errands. First of all, he needs you to fix a broken-down coupe outside. When Joaquin's bodyguard opens the door, step outside into the fishing camp.

Once you're outside, access your map. This shows you a detailed map of the fishing camp area. The green arrow on the



map indicates your current position, and the red circular icon represents your current objective. You can also cycle through different maps showing zoomed-out views of the central region and Leboa-Sako. These maps are crucial for getting around, so get comfortable with them. But the game isn't paused while you access maps, so make sure you're in a safe place before attempting to get your bearings.



The car you're ordered to fix is only a few paces away. Interact with the front side of the car to lift its hood and begin working on

the engine. All vehicles are repaired in the same fashion—locate the engine and interact with it to begin turning a wrench. But as with the map, make sure you repair vehicles in a safe area. While turning the wrench you're extremely vulnerable. If you're struck while repairing a vehicle, the wrench is dropped and your currently selected weapon is automatically equipped.

Vehicles undergo three distinct phases of damage. A moderately damaged vehicle's engine emits gray smoke. The engine still functions in this state, but the vehicle's speed is slowed significantly. When thick black smoke appears, the vehicle is heavily damaged and must be repaired before it can function. If a vehicle catches fire, its destruction is imminent and it cannot be repaired—run away before it explodes!

## NOTE

## Safe House Raid

**Main Objective:** Terminate the scouts at the safe house.



**Mission Details:** The lieutenant's asked me to go to the safe house and terminate the scouts on patrol.



After the car is repaired, your mobile phone rings. Answer the call to get your next set of orders from Joaquin. This time he wants

you to drive the car to an APR safe house to the south and wipe out the enemies. Get in the car and begin driving south, but don't deviate from the road to the safe house. If you get too far off course you'll succumb to the effects of malaria and wake up back at the fishing camp.



In the car, the red arrow on the dash-mounted GPS device's minimap points toward your current objective. When you

get close, the red arrow disappears and the objective location is revealed on the minimap. Alternatively, you can access your main map to pinpoint your exact whereabouts at any time. While driving, look for a blue sign with a white tent icon—this indicates a safe house. Stop your car near the sign and advance toward the objective on foot. Otherwise the enemy scouts will hear you coming and open fire on your car.



**TIP**

The shack next to the safe house road sign contains an ammo pile and a large first aid kit.



Max out your ammo before assaulting the safe house. You have enough syrettes for now, but you may need more after the firefight.



Avoid moving along the narrow dirt road leading to the safe house. Instead, crouch and move through the

high grass flanking the road—this makes you harder to spot. Instead of rushing directly for the safe house, scout the location for enemies. There are two scouts wandering around somewhere—sometimes they're behind the safe house. Locate both hostiles before opening fire. Take them down quickly with headshots to avoid a prolonged firefight.

**CAUTION**

At some point during the firefight, your assault rifle may jam and cease to function. Follow the on-screen instructions to clear the jam, but don't forget to seek cover while fixing your weapon. If you just stand out in the open while banging on your rifle, you're likely to get gunned down. All firearms are prone to jamming, but automatic weapons jam more frequently than other types.

Immediately after you eliminate the two enemy scouts, your mobile phone rings. Joaquin has another job for you, but he wants

you to rest inside the safe house before heading out. Before entering the safe house, loot the two dead enemies for weapons—one carries a grenade.



**Main Objective:** Rest up in the safe house.

**Mission Details:** The lieutenant's asked me to reach the safe house and rest up.



Step inside the safe house and turn to the shelf on the right to pick up grenades and molotov cocktails. Most safe

houses are stocked with different supplies, so always check the shelves and tables for ammo, explosives, and first aid kits. Later you can upgrade safe houses with primary and secondary weapon crates, allowing you to access weapons you've bought from weapon shops. Your buddies will also show up here, offering assistance. Once you've stocked up on gear, turn to the cot and interact with it. In addition to providing rest, the cot allows you to advance time and save your game. By default you must rest for a few minutes when interacting with the cot, so don't bother moving the dial. But it is possible to set your wake-up time for up to 12 hours later, useful if you want to take on the next mission at night. Set the watch to advance time and save your game.

**Recon**

**Main Objective:** Reach the observation point and scout the camp.



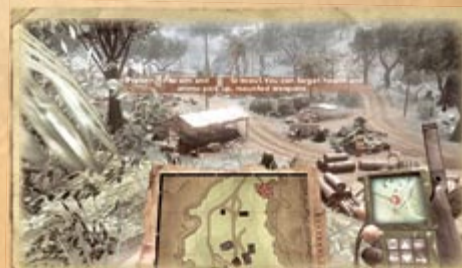
**Mission Details:** The lieutenant's asked me to head for the enemy camp to the observation point on the map.



After resting up inside the safe house, move to the door and walk outside. Your phone rings again as you exit. Answer it to

get your next set of orders from Joaquin. This time he wants you to scout out an APR lumber camp. He needs to know what resources the enemy has stored there. You need to reach the observation point to the south to perform this next task—check your map for the exact location.

Get in your car (still parked near the safe house sign) and drive south toward the point indicated on the map.



Before reaching the observation point, look for a small footpath on the left side of the road. Get out of the car and follow this path to the observation point. Crouch on this small hill and access your map while scanning the APR lumber camp.





While your map is still open, activate your monocular using the control inputs indicated on-screen.

This device

functions like a small telescope, allowing you to scout distant locations. Focus in on this ammo pile (beneath your position) and press the *scout* button. This takes a snapshot of the object, populating your map with new icons showing the locations of all ammo piles and first aid kits in the lumber camp. The monocular can also be used to scout for vehicles, mounted weapons, and snipers.

**TIP** You don't need to scout every single object to fully populate your map with icons. If you scout one ammo pile, all first aid kits, fuel piles, and explosive piles are revealed too. If you scout a mounted weapon, all snipers are revealed. And if you scout one vehicle, all vehicle locations appear. So all you need to do is scout one object out of each of these three categories to get the complete picture.

## Buddy Unlock

**Main Objective:** Free the UFLL captive held at the lumber camp.



**Mission Details:** The UFLL's Carbonell has a friend locked up by the APR. He's being held in the nearby lumber camp. I'll get him on my side if I can free his buddy.



Once you've scouted an ammo pile, first aid kit, or mounted weapon, Joaquin calls with a mission update. He wants you to

bust out a foreign national held by the APR at this camp—the captive's location is marked on your map. Before moving out, scout out the rest of the camp by targeting one of the nearby mounted weapons. This gives you a clear picture of the camp, showing all ammo piles, first aid kits, and mounted weapons. Scouting is an integral part of every mission, so make a habit of using your monocular to reveal every visible detail before executing a plan.

The lumber camp is lightly guarded, making an aggressive frontal assault quite easy—but that's not the only way



to rescue the prisoner. Stow your map and proceed south into the camp. Stop at the nearby ammo pile and stock up, then begin shooting explosive barrels. Red barrels explode outward and have a large blast radius while yellow barrels take off like rockets. Making lots of noise on the north side of the camp causes the APR thugs to investigate, allowing you to ambush them.

**TIP** It's possible to sneak into the camp and spring the prisoner without firing a shot. But such stealthy attempts are easiest when conducted at night, when the enemy AI has a harder time seeing.



Creep south and crouch behind this log for cover. Immediately engage any visible enemies as they move close to

investigate the source of the recent explosions. Try to gun them all down before they can retreat and attempt to flank. If necessary, use grenades and molotov cocktails to create even more havoc. Once all visible threats are down, hold this position and continually scout your surroundings—there may be a few stragglers attempting to stage a counterattack.



When the camp is clear of threats, enter the building indicated on the map. Carbonell's buddy is locked in

a closet. Interact with the closet door to free the captive. Carbonell's buddy thanks you for your assistance and offers help in the future. This is now your best buddy. Your best buddy contacts you during certain missions and provides alternative ways of completing your objectives, usually with a bias to fulfill his or her own motives. The buddy will wait here until you've made your escape. Before leaving this building, save your game and grab some syrettes from the nearby first aid kit.



The buddy you rescue in this mission is random. It can be Josip Idromeno, Flora Guillen, Warren Clyde, Paul Ferenc, Marty Alencar, Quarani Singh, or Michele Dachss. Although each buddy has his or her own personality, they all provide the same subverted missions as your best buddy.

## NOTE

## Debriefing & Payment

**Main Objective:** Return to the fishing camp and see Carbonell.

**Mission Details:** I cut Carbonell's buddy loose. I need to tell Carbonell but he may not be happy. His buddy won't be coming to see him.



As you exit the building your phone rings again. Before answering it, make sure the area is clear of threats—if you fail to

answer your phone in a timely manner, the call automatically goes to voice mail, so there is no penalty for missing a call. Joaquin is pleasantly surprised by your work at the lumber camp. He tells you to head back to the fishing camp, where he will reward you for a job well done. Cautiously make your way back to the car and drive north to the fishing camp.

**TIP** Before leaving the lumber camp, consider stocking up on ammo at one of the two ammo piles. If necessary, grab some syrettes on your way out.



Back at the fishing camp, enter the building marked on your map. Carbonell is happy with your work and offers to

pay you in diamonds; paper money is practically worthless here and he suggests taking payment only in diamonds. But there's one hitch; one of his men lost a case of diamonds yesterday. It's somewhere in the fishing camp and you'll need to find it (with the aid of your compass) if you want to get paid. Carbonell also suggests tracking down some malaria medication at Mike's Bar—an expat hangout south of Pala. Once you've gotten your condition under control, Carbonell offers more work from the UFL— you can meet him at the faction's HQ in Pala. Before leaving this building, consider saving your game.

**Main Objective:** Find the diamond briefcase using my compass.



**Mission Details:** The lieutenant's asked me to recover a diamond briefcase.



Upon exiting the building, open your map. Notice the flashing green light on the right side of your compass. This is your diamond tracker. The quicker the green light flashes, the closer you are to a diamond briefcase. If the light flashes at a slower rate, you're moving farther away from the briefcase. When you're within

a few feet of a briefcase, the diamond tracker emits an audible beeping sound. Diamond briefcases are scattered throughout the game world, and this minigame is a great way to augment your income. In this case, the diamonds are in the garage to the south. Interact with the case to open it and remove the diamonds. Most diamond briefcases contain only 1–3 diamonds, but this one holds 10! Finding the diamonds completes this mission. You're now free to move on to the *Delivery* underground mission.

## ALTERNATIVE TUTORIAL MISSIONS

*Lumber Camp* is one of four parallel missions. Depending on where you collapsed in Pala, you must undertake one of them at the beginning of the game. The other three are Dunk Cage, Pit Fighter, and Slaughterhouse. In terms of objectives, all three of these missions are identical to *Lumber Camp*. It is only the settings and characters that are different.

### Dunk Cage

In this mission you're taken under the wing of Walton Purefoy of the APR. After healing and equipping yourself at the lumber camp you must fix a



car and drive to the same safe house as in *Lumber Camp* and clear out the enemy scouts. The recon and rescue mission takes place at the fishing camp. Set off fires and explosions to help distract and eliminate the UFL guards before rescuing Purefoy's buddy. Upon your return to the lumber camp, the diamond briefcase is located in the building directly north of Purefoy's office.



## ALTERNATIVE TUTORIAL MISSIONS (CONTINUED)

### Pit Fighter

You begin this mission at the slaughterhouse (northwest of Pala) under the control of Anto Kankaras of the UFL. Following the completion of initial objectives, Kankaras needs you to take out scouts surrounding a safe house to the south. This particular safe house is surrounded by orchards, allowing for a stealthy approach on foot. After clearing out the safe house you must head south to the APR-controlled cockfighting arena for the scouting and buddy rescue portion of the mission. The arena is surrounded by dry grass, making molotovs effective for setting diversions. If you prefer a stealthy approach, avoid the arena's interior and access the objective building via a hole in the metal wall on the west side. Back at the slaughterhouse, the diamond briefcase is located in a railcar to the south.



## ALTERNATIVE TUTORIAL MISSIONS (CONTINUED)

### Slaughterhouse

This is the mirror-image mission of *Pit Fighter*, initially placing you at the arena under the watch of Arturo Quiapo of the APR. Quiapo sends you



on a mission to secure the safe house to the north (the same one from *2 Fighter*), then orders you to scout out the UFL's slaughterhouse. Of course, once you've scouted the slaughterhouse you're tasked with saving one of Quiapo's buddies. Explosive barrels are plentiful at the slaughterhouse, so use them to draw enemies into ambushes. Due to the thick vegetation it's also possible to sneak into the slaughterhouse from the south. After rescuing the buddy, return to the arena to search for the diamond briefcase. It's in the small building northeast of Quiapo's office.

Even if you're not given explicit orders, you can travel to the other two locations on the opposite side of Pala to free more buddies. For example, if you're given the *Lumber Camp* or *Dunk Cage* mission, raid the slaughterhouse and cockfighting arena to unlock two more buddies. If you get the *Pit Fighter* or *Slaughterhouse* mission, raid the fishing camp and lumber camp. If you don't complete these tasks on your own, you may get orders to do so from the doorman at the APR or UFL HQ in Pala.

## NOTE

## DELIVERY

## Mission Map



### Legend

- Mission Start
- Mike's Bar
- Underground Objective
- Underground HQ

**Underground Objective:** Look for medicine at Mike's.







Whether you just completed *Lumber Camp*, *Dunk Cage*, *Pit Fighter*, or *Slaughterhouse*, your next

objective is to head for Mike's Bar and search for malaria medication. The bar is in a small clearing south of Pala—it's labeled on the in-game map with a yellow circular icon. Unless you're traveling from the lumber camp, you'll need to drive through Pala first and take the southernmost road out of town. Park your car outside and step into the bar.



There aren't too many patrons in the bar now, but there is one familiar face. Your best buddy is standing next to the

bar. Interact with your buddy to start a conversation. He (or she) tells you that the man sitting at the table can help you find medication. Continue speaking with your buddy until all interactions have been exhausted.

## Fair Trade

**Underground Objective:** Deliver the audiotape to Father Maliya.



After speaking with your buddy, approach the man sitting at the table. At first he mistakes you for a thug looking to

destroy his cassette tape. But he soon realizes you're new to the area—and in dire need of medical attention. So he offers a proposal. You must take the tape to a priest in Pala. In exchange, the priest will give you malaria medication. Take the tape recorder to accept the mission—the tape plays briefly after you grab it. The voice on the tape sounds familiar—it's the Jackal! After you take the tape recorder, the man introduces himself as Reuben Oluwagambi. He's a journalist attempting to make sense of this war and the

Jackal's involvement. However, APR and UFL thugs have stolen his audiotapes. He asks you to bring him any tapes you may discover. In exchange, he can offer you more information about the Jackal.

After speaking to Reuben, talk to the individual leaning against the nearby wall. This is your second



best buddy. This buddy hangs out here or in unlocked safe houses. If you talk to this buddy in a safe house, he or she will be available to rescue you if you are seriously wounded in combat. Speaking to your second best buddy here allows you to undertake buddy quests. This encounter is merely to get acquainted. Continue talking to this buddy until all interactions are exhausted, then leave the bar.



Before heading off to Pala, explore the area around Mike's. Across the dirt road is a weapon shop and armory.

At the weapon shop you can spend your diamonds on new weapons and equipment—there's also a blue save box inside. The armory contains all purchased weapons and weapon crates. It also contains ammo, explosive, and fuel piles—all free of charge. So stop inside and stock up on ammo, grenades, and molotov cocktails before moving out.



Parked outside the bar is this assault truck with a machinegun turret. It's quite the upgrade from your crappy

coupe, so climb aboard and drive it to Pala. If the assault truck is ever lost or destroyed, a new one will spawn here. Similar vehicle spawns can be found at safe houses, guard posts, and bus stations.





As you drive away from Mike's Bar your diamond tracker begins flashing. Stop near this



shack and hack your way in with the machete to find a diamond briefcase. Your diamond tracker is always active while you drive a vehicle, so pay close attention to the flashing light. Once it begins flashing, it's best to conduct the search on foot. Another diamond briefcase is near a rusty car wreck on the road to Pala.



The cease-fire is back in effect in Pala. But you can't drive your vehicle in the town, so park it on the outskirts and proceed

to the yellow objective marker on your map. While you're walking in Pala, all equipped weapons are carried in a lowered or nonthreatening state. You can still aim and fire, but doing so may antagonize the mercs wandering the streets and result in a deadly firefight. So keep your finger off the trigger. Father Maliya's church is in the middle of town, directly across the street from the hotel you escaped a few hours ago.

## CAUTION

Avoid the two areas on your map marked in red. These are restricted zones guarded by UFL and APR mercs. Each of these zones contains a diamond briefcase, but if you're spotted within these structures, you'll be shot. If you want to try sneaking in and stealing the diamonds, wait until nightfall when the guards are less alert.



As you enter, Father Maliya informs you that normal services are not being held. But as you move closer, he realizes

you've been stricken with malaria, just as you reel from another dizzy spell. Maliya offers to give you medication in exchange for Reuben's tape. Interact with the priest to hand over the tape. The priest gives you a small bottle of pills used to combat the symptoms of malaria—follow the on-screen instructions to take one now. Once you recover from the latest dizzy spell, Maliya informs you that many of his people are trapped in the country—they can use someone like you. Maliya's church is the epicenter of Leboa-Sako's underground movement. As you turn to leave, the priest tells you to come back when you need more medicine. Exit the church to complete this mission.

Having completed the tutorial missions, you're now free to undertake APR, UFL, and side missions at your own pace. If you were rescued by Anto Kankaras or Joaquin Carbonell, a mission is now available at the UFL headquarters to the west. Otherwise, head to the APR headquarters for missions from Walton Purefoy or Arturo Quiapo.

## NOTE





# ACT I: UFLM MISSIONS

These missions are available at the UFLM HQ in Pala after you complete the underground *Delivery* mission. If you completed the *Lumber Camp* or *Dunk Cage* mission, you can go to the UFLM HQ directly after leaving the church. Otherwise, you'll need to go to the APR HQ to get your first faction mission.

## DIRECT SPEAR

### Mission Map



#### Legend

- |                 |             |
|-----------------|-------------|
| UFLM HQ         | Bus Station |
| Main Objective  | Safe House  |
| Buddy Objective | Guard Post  |

### UFLM Briefing



Go to the UFLM HQ in Pala to get the briefing for this mission. Dr. Leon Gakumba waits inside on the

second floor, joined by Anto Kankaras—Gakumba is the co-chairman of the UFLM. They tell you of a group of foreign Spec Ops fighters that have entered the country to kidnap an unspecified APR target. Normally this wouldn't be a concern, but the UFLM is sure they'll take the blame for this act. Plus,

if the APR collapses as a result, who will the UFLM have to fight? Your job is to infiltrate the Spec Ops camp in the south-eastern desert and destroy their supplies. Once their gear is destroyed, the Spec Ops units will have no choice but to abort their mission. Take the folder from Kankaras to accept the mission and receive 15 diamonds in payment.

When you meet your buddy, a used MGL-140 is available inside the safe house. Normally this powerful grenade launcher isn't available until much later in the game. But you can use it now to help fulfill your objective. But it will probably break after a few shots, so don't rely too heavily on it. Still, it should be more than enough to rattle the Spec Ops fighters at the oasis or shantytown.

### NOTE

### Base Mission

**Main Objective:** Destroy the foreign Spec Ops' gear.



**Mission Details:** Someone has hired a team of specialists. They've parachuted into the country to kidnap some APR bigwig. The UFLM is afraid of taking the blame. They've sent me into the southeast desert to destroy these Spec Ops' gear, forcing a scrub.

This is one instance where the base mission is simpler than the subverted mission. So if you want to get this one over fast, head to the southeastern desert and get busy.



### Logistics



The bus is the quickest (and safest) way to reach the southeastern desert. You can board a bus at the Pala bus stop, directly

south of the UFLM HQ. But before leaving town, purchase an M1903 sniper rifle from the weapon shop near Mike's Bar. From the southeast bus stop, the mission area is a short hike



(or drive) to the southeast—be sure to open the diamond briefcase behind the southeast bus stop before moving out. Consider moving into the desert on foot, as you don't want to give the Spec Ops units any hint you're in the area.

## TIP

If you want to save your game and advance time, there's a safe house east of the bus stop.

You'll need to clear out a couple of occupants before accessing it, but you should have no trouble getting the jump on them. This is the most convenient save location near the mission area. Plus, it's a good opportunity to wait until night before moving into the desert.



## Recon Report



The Spec Ops units have set up camp near a hilltop oasis in the middle of the desert. Their height advantage and the surrounding open terrain

require a low-key, stealthy approach. A sniper is positioned on a dune west of the oasis, and two mounted machineguns flank the large rock formation to the north, covering the western and eastern approaches. These outer defenses protect the primary objective in the center of the camp, where more Spec Ops personnel patrol and hang out. Their gear is loaded onto the back of a blue broken-down truck parked near the north edge of the water. Among the gear are two propane tanks.

## Execution

Upon first glance, an all-out assault seems like the only way to reach the well-defended supplies. However,

there's a much safer and direct way to complete the objective—and all it takes is a single bullet. The Spec Ops' defenses are mostly concentrated in the north and west. However, the south side is quite vulnerable, occasionally patrolled by one Spec Ops fighter near the water. Circle around the mission area from the east and creep toward the



oasis from the south. Crouch and climb the slight hill directly south of the objective using the high grass and rocks to mask your movements.



From this hill you can spot the back end of the truck, including at least one of the two propane tanks—use your

monocular to spot the tanks. If you brought along an M1903 sniper rifle, zoom in on one of the tanks and blast it. An assault rifle can score a hit too, but it may take a short burst. The resulting explosion completes your objective and destroys a nearby explosive pile, immediately setting off fires and secondary explosions. Either use the chaos to your advantage and wipe out the surviving Spec Ops fighters, or simply slip away, exiting the desert to take on your next mission.



A diamond briefcase is just west of the easternmost mounted machinegun. To safely retrieve the diamonds inside, it's best to clear the oasis of all threats.



## Subverted Mission

The subverted mission takes you to the villa to intimidate an APR informant before taking out the Spec Ops' gear in the shantytown of Mokuba.

## Buddy Briefing



Shortly after the UFL briefing, you get a call from your best buddy, asking to meet you at a safe house by the pond,

in the eastern sector. Take the bus to the southeast station, then hike or drive north to the safe house marked on your map. Your buddy suggests intimidating a man at the nearby villa who's working with the Spec Ops forces in the desert. Convince him to radio new coordinates to the foreign fighters, sending them to the shantytown, where APR forces will be waiting to attack. If you undertake this subverted mission, save your game and proceed to the villa.



## Villa



VILLA



APR INFORMANT

**Buddy Objective:** Intimidate the informant at the villa.



**Mission Details:** My buddy told me about a Spec Ops APR informant. He's in the villa east of town. I gotta force him to send the Spec Ops to the shantytown.



Infiltrate the villa from the south, careful not to engage the enemies at the guard posts on your way in. The villa is heavily defended, so it's best to avoid any actions that might put the guards on alert. While moving north toward the villa, hold to the road on the western side, leading toward the two garages. Monitor the patrols outside the villa and move into one of the garages once it's clear. From the garages it's easy to sneak into the main house's western side entrance. Even if you're spotted, make a beeline for this entrance and head upstairs.



The informant is inside a small radio room. Interact with him to hold your machete to his throat and force him to move the

Spec Ops forces to the shantytown. Once the transmission has been relayed, prepare to make your escape. If you were spotted moving into the house, don't exit yet. Instead, hold downstairs and let the enemies come to you—it's much easier to ambush these hostiles as they enter the house. A shotgun is well suited for such close-quarter combat. A Jeep® Liberty is parked in the nearby garage to the west. Consider using it to make your escape, but be prepared to meet resistance at the two guard posts to the south.



A diamond briefcase is located on the roof of the western garage at the villa.

Climb the crates piled between the two garages to reach the eastern garage's roof, then walk across the horizontal ladder to retrieve the diamonds in the briefcase on the western roof.



## Mokuba



MOKUBA



SPEC OPS' GEAR

**Buddy Objective:** Head into Mokuba and destroy the Spec Ops' gear.



**Mission Details:** The intimidation worked. The Spec Ops are driving into a trap at Mokuba. Head there now and destroy the Spec Ops' gear. It will be easier with the APR fighting them too.




Although it's not the most direct path from the villa, approach Mokuba from the south. Sneak along the western side of the shantytown and be ready to gun down (or machete) any opposition you encounter.






The Spec Ops' gear is still stuffed in the back of a truck parked beneath a bridge in a shallow ravine. The best way

to destroy the gear is by targeting one of the two propane tanks in the back of the truck. Destroying the gear completes the objective, but it also gets the attention of the Spec Ops fighters. Be prepared to fight your way out of Mokuba while heading south. Use molotov cocktails to set fires in an effort to halt your pursuers.

 A diamond briefcase is inside the wheel-less blue-and-white bus on the east side of Mokuba.



## Buddy Wager


**Buddy Objective:** Help my buddy fight the APR troops. 

**Mission Details:** The APR is pissed at me. Their medicine was destroyed along with the Spec Ops' gear. They have my buddy pinned down at the crossroads to the south. I gotta get there and lend a hand.



Soon after destroying the Spec Ops' gear, you get a call from your buddy asking for help, who's under attack at the

guard post to the south. Rush to the guard post marked on your map as quickly as possible—you'll hear gunfire as you draw near. Quickly open fire on the APR troops before they can overrun your buddy's position. Avoid using grenades or molotov cocktails until you're sure of your buddy's location. If your buddy is injured, close in and fend off all attackers until you get the *Mission Completed* indicator at the top of the screen, at which point you can administer first aid. Once the mission is over and your buddy is safe (or dead) you're free to take on another mission.

 Yet another diamond briefcase is located at the guard post south of Mokuba. It rests in the back of a rusted-out delivery truck to the northeast.



## OEDUARD REX

### UFLI Briefing




Go to the UFLI HQ in Pala to receive the briefing from Joaquin Carbonell and Dr. Gakumba. The UFLI has discovered

that the country's long-exiled king has returned from Europe. It's unclear what the king's intentions are, but he has returned with a large cache of gold worth several million. The gold is currently stored at an oasis somewhere in the northeastern desert, guarded by APR forces. The UFLI wants you to locate the gold and text message the exact coordinates so they can retrieve it. Gakumba is convinced the king is attempting to regain control of the country. Stealing his gold will prevent such a power grab while providing the UFLI with a sizable fortune. Joaquin prepays you 15 diamonds for accepting the mission.

A used AS-50 sniper rifle is in the safe house where you meet your buddy. This powerful rifle can come in handy for taking out the snipers on the towers at the old fort. But it is in poor condition, so don't expect to squeeze more than a few shots out of it. **NOTE**

## Base Mission

**Main Objective:** Head to the oasis and tag the gold for the UFLI. 

**Mission Details:** King Nnyere's gold's being guarded by the APR in the oasis. The UFLI's hired me to find that gold.



## Mission Map



### Legend

- UFL HQ
- Main Objective
- Buddy Objective
- Bus Station
- Safe House



MAIN OBJECTIVE: KING'S GOLD

The base mission is very straightforward: Head to the desert and tag the gold. But it's very unlikely you'll be able to reach the gold without a fight.

## Logistics



and buy one. Sniping is the best way to clear out the APR forces guarding the gold. Once you're geared up, board a bus in Pala and take it to the northeast bus station—this station puts you very close to the mission area. Drive the car at the bus station directly north into the desert, but park it south of the mission area and move in on foot.

Before leaving town, make sure you have an M1903 sniper rifle. If you don't, go to the weapon shop near Mike's Bar

## Recon Report



Unlike the oasis in the southwest desert, this oasis is very flat and open, providing little cover for the APR forces. The north side of the oasis is surrounded by ruins, mostly consisting of stone foundations and a few wall pieces. Move toward the rocks on the northern rim of the mission area and scout the locations of the vehicles and ammo/explosive piles with your monocular. Unfortunately, the gold cache is located in an underground cistern to the northeast. You'll need to climb down into this cramped space to spot the gold and send your text message to the UFL. But it's best to clear out the APR forces **before** making a move on the gold.

**TIP** If you wait until dark, it's entirely possible to sneak into the oasis and tag the gold without firing a shot. But it's very risky and requires careful monitoring of the patrols. Plus, you have no way of knowing where the guards are when exiting the cistern, potentially leading to a close-quarter firefight.

## Execution



The rocky elevated terrain to the north and northeast of the oasis makes for perfect sniping positions,

offering great views and plenty of cover and concealment. Before picking off targets, memorize the locations of the two assault trucks. While sniping, neutralize any APR troops attempting to climb aboard these vehicles. Otherwise they'll drive around until they find you. When you're ready, open fire on the APR troops. After the first shot, the hostiles scatter and take cover, but as long as you keep your distance and remain crouched among the rocks, they'll have a tough time spotting you. Snipe a few of the rusty fire barrels too. Knocking these barrels over triggers grass fires among the ruins, adding to the chaos and diverting the attention away from you. Setting off the explosive pile on the eastern edge of the water can create even more havoc.





You don't need to kill every single hostile at the oasis to access the gold. Instead, clear out all the targets around the cistern where the gold is stored and cautiously move in with your secondary weapon at the ready. Descend the ladder into the cistern and grab the supplies on the midpoint landing. Then make your way to the bottom. Interact with the gold cache to send the coordinates to the UFL. Exit the cistern as quickly as possible before the APR forces above regroup. Steal one of the nearby assault trucks and make your exit, driving south. Now that the UFL has the gold cache's coordinates, you're free to take on another mission.



**A diamond briefcase**

lies near a rock formation on the far east side of the mission area. The nearby corpse and shovel are helpful landmarks.



## Subverted Mission

This subverted mission puts you in the middle of a royal power struggle between the king and his son, Prince Oeduard. As with most subverted missions, completing these objectives is far more complex and time consuming than the base mission. But you'll score some points with your buddy—and ensure the king never comes back to power.

## Buddy Briefing

After you receive the UFL briefing, your buddy calls and offers more information if you meet him/her at the lakeside safe

house in the northeast sector. Take a bus to the northeast station and head west to reach the safe house. Beware of the



guard post near the safe house. Either neutralize the mercs positioned here or sneak past it and continue up the narrow footpath to the safe house. Your buddy wants you to take out the king and steal his ring as proof of his death. The king is currently holed up in an old fort to the north, guarded by the APR. Apparently this entire plot is Prince Oeduard's plan to assume control of his father's bank accounts. The prince could care less about taking control of this country or the gold bars in the desert—he has much more money back in Europe. The prince will call off the APR forces in the desert once the king is dead, making it easy to tag the gold for the UFL.

## Fort



LEGION FORT



TARGET: KING NYERE

**Buddy Objective:** Kill the king for his ring.



**Mission Details:** The king's son thinks resources are being wasted here. He likes being an exiled playboy back in Europe. He's looking for an impromptu coronation, and my name came up. Right now the king's being protected by the APR in an old fort. I just gotta find him, kill him, then rip the signet ring from his cold, dead hand. Prince Oeduard gets the ring...and control.



The fort is a formidable stronghold packed with APR troops and snipers—a stealthy advance is strongly advised. The fort can only be approached from the north, using one of two narrow paths off the main road. Move in on foot using the eastern path, but watch out for patrols. There's usually one APR guard patrolling along the eastern wall of the fort. Avoid him or take him out silently with your machete or any other silent weapon you may have procured.





There are three entrances into the fort, but the one in the southeast corner (on the south wall) puts you closest

to your target. Don't expect to get in without a fight. Blast your way in if necessary and make a break for the keep-like structure directly to the north—this is where the king is hiding out.

**TIP** A small shooting range (with ammo pile) is in a grassy area on the south side of the fort. Consider using a molotov to start a fire here to distract the fort's guards.

The king is in the study on the second floor. Quickly ascend the stairs to reach the study. The king puts up a decent argument



for his return to power, but it won't do him any good. Blast him, then interact with his body to pull the ring off his finger. After you retrieve the ring, your buddy calls and tells you to meet the prince at the safe house. Hold in the study until you receive the call—you don't want to take the call while escaping the fort.

Exit the fort the same way you entered, escaping through the southeast corner. Be prepared to engage a few APR thugs



along the way, but you don't need to clear out the whole fort to make it out safely. Consider targeting a few of the explosive barrels and propane tanks on your way out to set fires and cover your escape.

◆ A diamond briefcase awaits in this boarded-up alcove near the fort's southeast entrance. Cut through the boards with your machete to access the case.



## Safe House

Return to the safe house where you first met your buddy. Prince Oeduard is inside awaiting your return—your buddy has



already left for the northeast desert. Interact with the prince to hand over the ring. He thanks you for a job well done and shows his gratitude by giving you his own Jeep® Liberty. But he also warns you not to conspire against him. After you hand over the ring, your buddy calls from the oasis. The APR troops have left as the prince promised, but your buddy still doesn't feel too comfortable with the situation and suggests you head to the oasis ASAP.

## Oasis

**Buddy Objective:** Head for the oasis and tag the gold for the UFL.



**Mission Details:** Guess I impressed the prince. Scored myself one of the royal SUVs. Even better, he's told the APR to clear the oasis for "security purposes." He's sent my buddy ahead to secure the gold until I arrive. That gets me two birds with one stone. Not such a bad guy. If you don't count killing his father.



Get out to the oasis as quickly as possible—don't take a nap in the safe house first! Take either the prince's SUV

or another vehicle of your choosing. The nearby paraglider will only get you to the guard post to the east. When you reach the oasis, there are no APR troops in sight and your buddy is standing guard near the cistern's ladder. So far so good. Climb down into the cistern and interact with the crates of gold to tag them for the UFL. But as soon as you tag the gold, gunfire can be heard above.

## Buddy Wager

**Buddy Objective:** Help your buddy neutralize the APR.



**Mission Details:** The APR figured out they've been screwed by the new king. They're closing in on the oasis fast. I gotta help my buddy neutralize these guys.



Be prepared for a shootout as soon as you reach the top of the ladder. Focus on taking out the threats closest to your buddy

first. The APR force isn't large and advances mostly from the west, but watch out for flanking maneuvers. Use the nearby damaged walls for cover and consider setting fires with molotovs or by targeting the rusty fire barrels—just make sure the wind is blowing away from your position. Once all the enemy troops are down, check to see if your buddy is still standing before moving out. If not, administer first aid. Tagging the gold and clearing out the APR attackers completes the mission whether your buddy lives or dies.



## GROW OP

## Mission Map



### Legend

- UFLH HQ
- Buddy Objective
- Main Objective
- Safe House

## UFLH Briefing



Head to the UFLH HQ in Pala to get the briefing from Dr. Gakumba and his associate, Hector Voorhees. This time

the UFLH wants you to sabotage a farm operated by the Occidental Grower's Company or OGC, a European agribusiness. The company has a security arrangement with the APR. In exchange for protection, OGC supplies the APR with fresh produce—a rare commodity in these parts. The UFLH wants you to destroy the irrigation pump at the farm's greenhouse. If your mission is successful, it should send a message to the OGC scientists that the APR can't offer protection to anybody. Take the mission folder from Voorhees to receive 15 diamonds in prepayment.

The used M-249 found at the safe house can make your fight at the OGC greenhouses much easier. Given its poor condition, it isn't very reliable. But it will definitely give you an upper hand if things turn sour during your assault.

## NOTE

## Base Mission

**Main Objective:** Destroy the greenhouse irrigation system.



**Mission Details:** The APR is providing security for some European business. They're protecting some greenhouse in the foothills to the east. The UFLH wants me to shut down the operation. I gotta reach the farm and destroy the greenhouse irrigation system.



MAIN OBJECTIVE: IRRIGATION PUMP

Both the base and subverted missions send you to the OGC greenhouse to destroy the irrigation system. However, if you take the subverted missions, you'll need to run some errands for your buddy in the southern sector before hitting the

greenhouse to the east. Head straight to the greenhouse if you want to get through this mission quickly.



## Logistics

This is a classic sabotage mission, meaning you're going to need some explosives before you hit the OGC

farm. While the irrigation pump can be destroyed with hand grenades, it's best to purchase some IEDs from the weapon shop near Mike's Bar. These devices have a much larger explosive yield and can be detonated remotely. When you're ready to move out, board the swamp boat near Mike's Bar and follow the river north and east, past the villa. The river runs along the north side of OGC farm in the east sector. You may encounter hostile forces on the river, so be ready to man the boat's machinegun. Alternatively, board a bus in Pala and ride it the northeast bus station—the farm is a short drive to the southwest.



**TIP** If you take the river to the OGC farm, consider raiding the nearby safe house on your way in. It's northwest of the farm and offers a good location to save your game and advance time before commencing the mission. But you'll need to clear out a few hostiles before it's yours.

## Recon Report



The OGC farm is in a jungle clearing surrounded by steep, rocky terrain. Two roads to the east and west are the main access points, but a footpath to the south and the river to the north are less obvious approaches. The irrigation pump is at the north end of the eastern greenhouse. The orchards surrounding the greenhouses provide excellent concealment but inhibit visibility, making it difficult to account for all the APR personnel. Expect stiff resistance around the two central greenhouses. Guards are usually posted near the greenhouse entrances, and snipers are positioned on the two watch-towers to the north and south. A sniper and other APR troops are likely gathered near the building on the eastern perimeter.

## Execution

Due to the vast amount of foliage, it's difficult to clear out the APR troops by sniping. Plus, at this short range, the troops



are quick to track down sharpshooters. So consider taking a more direct approach: Infiltrate the farm from the north, where the defenses are thinnest. Crouch and sneak through the orchard and look for opportunities to down unsuspecting guards with your machete—this is a great way to eliminate the sniper loitering around the northern tower. But dead bodies may attract other guards, so don't stick around. Hide in the orchard and eliminate as many guards as possible with your machete, but as soon as you're discovered, be ready to open fire.



Don't expect to breach the greenhouse without a fight. Be ready to gun down any opposition at close range with either an

assault rifle or a shotgun. Rush inside the eastern greenhouse for protection—the glass walls are bullet-proof. Once inside, scan the entrances for APR troops and gun them down as they attempt to enter. Once you've eliminated or routed the immediate opposition, place a couple of IEDs next to the irrigation pump—one should do the trick but use two to guarantee the pump's destruction.

Cautiously exit the greenhouse, escaping through the orchards to the south or north. Before leaving the farm,



remember to detonate the IEDs by remote. If you've completely cleared out the farm, climb one of the watch-towers to get a clear view of the fireworks. Destroying the irrigation pump completes the mission. Use the boat to the north or one of the assault trucks parked near the farm to make your exit.





There's a diamond

briefcase in the small rusty shack on the west side of the farm. Jump onto the shack's roof and descend the ladder to reach the interior.



## Subverted Mission

This subverted mission is rather lengthy and doesn't make the base mission much easier. First you must head south to steal some defoliant from the chemical dump and deliver it to your buddy at the airstrip. Following that detour, you can finally advance to the OGC farm and sabotage the irrigation pump.

## Buddy Briefing



Your buddy calls you shortly after the UFLI briefing in Pala and asks to meet at a safe house south of town. The river is the quickest way to reach this location, so board the swamp boat at the dock on the west side of town and head south. Before you hit the OGC farm, your buddy wants you to raid the nearby chemical dump to steal some military-grade defoliant. Your buddy will spread the chemical agent over the OGC farm in a crop duster to kill off the orchards, depriving the APR troops of cover.

## Chemical Dump



CHEMICAL DUMP



TARGET: DEFOLIANT

**Buddy Objective:** Get the defoliant and deliver it to my buddy.



**Mission Details:** My buddy says there's an old chemical dump at the rail spur. I should find a defoliant there that can wipe out APR cover. I gotta deliver that defoliant to the airstrip south of the dump.

The chemical dump is just west of the safe house, on the other side of the mountain. Hike north then cut southwest

to access a narrow pass leading to the chemical dump.

This facility has seen better days, but it must still hold some value as it's guarded by a few mercs. The defoliant rests on a table in the main structure. If you have an M1903 sniper rifle, consider holding back and clearing out the resistance from long range. Otherwise, prepare to move in and attack at close range.



The main structure is accessible via the northern or southern entrance, but don't enter just yet. Instead, circle around

the facility and set fires with molotovs or target the various explosive barrels, propane tanks, and explosive pile. During the ensuing panic, gun down guards as they run around and attempt to track down the source of all the destruction. Don't make a move for the defoliant canister until all enemies are down. The main structure's interior offers little cover, so you're better off holding outside until the area is threat-free. When all enemies are down, rush inside, grab the defoliant, and wait for your buddy to call—time to meet up at the airstrip to the south.



Climb up to the catwalk inside the chemical dump's main structure to access this diamond

briefcase. But clear out all hostiles before climbing up here—otherwise you make an easy target.





## Airstrip

Steal one of the assault trucks at the chemical dump and drive south toward the airstrip. The airstrip is completely

abandoned now, with no hostile forces laying claim to it. So don't worry about driving directly toward the objective marker on the map. Your buddy is inside this small structure. Hand over the defoliant canister and save your game. You're now clear to assault the OGC farm. Your buddy will spray the defoliant from a crop duster once you've knocked out the irrigation pump.



◆ Before leaving the airstrip, enter this red shipping container to the east to spot another diamond briefcase.



## OGC Farm



OGC GREENHOUSES

**Buddy Objective:** Time to destroy the greenhouse irrigation system.



**Mission Details:** I got the defoliant and gave it to my buddy, who's gonna load it onto the crop duster at the airstrip and drop it on the APR's cover. Now to head to the greenhouses to destroy the irrigation system.

## Buddy Wager

**Buddy Objective:** Head for the crash site and help my buddy before it's too late.



**Mission Details:** I shut down the irrigation system, but my buddy has been shot down. Gotta help him.

From the farm, take the narrow footpath on the south side of the farm to reach the crash site. Follow the sound of



gunfire to locate your buddy and the attacking APR troops in this open meadow. Deal with the threats nearest to your buddy first, avoiding the use of grenades or molotovs to prevent collateral damage. Then try to draw attention away from your buddy by aggressively engaging the remaining hostiles. If your buddy is down, finish off all the enemies before attempting first aid. Wiping out the APR forces here completes the mission. If you're quick, your buddy will walk away from this mission too.



## ACT I: APR MISSIONS

The APR missions are available at the APR HQ in Pala after you complete the underground *Delivery* mission. If you completed *Pit Fighter* or *Slaughterhouse*, the APR missions are available as soon as you exit the church. If you completed one of the two other buddy rescue missions, you must first complete a UFLL mission before the APR missions are available.

### COP KILLER

#### Mission Map



#### Legend

- APR HQ
- Safe House
- Main Objective
- Motorcade Route
- Buddy Objective

#### APR Briefing



Head to the APR HQ to get the briefing for the mission from Arturo Quiapo and Prosper Kouassi—the APR's

"activities" coordinator in Leboa-Sako. Kouassi wants you to take out the chief of police. Quiapo fills you in on the details. The chief is riding around in a motorcade. You'll need to

camp out along the road and ambush the chief's SUV as it passes by. Take the folder from Quiapo to accept the mission and receive 15 diamonds as prepayment.

Look for a used Carl G rocket launcher inside the safe house.

#### NOTE

This guided rocket system is extremely useful, especially if you want to ditch the subvert mission and just take out the police chief's SUV. Enjoy it while you can because you won't see this weapon again until you reach Bowa-Seko.

#### Base Mission

**Main Objective:** Ambush the motorcade and kill the police chief.



**Mission Details:** The UFLL-friendly police chief is riding around in a motorcade. Been paid by the APR to ambush and kill the chief.



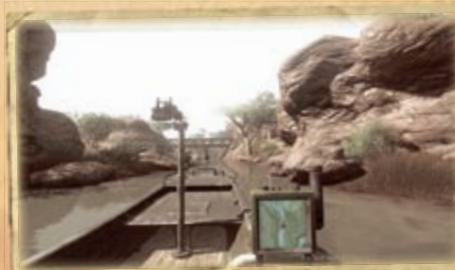
MAIN OBJECTIVE: POLICE CHIEF'S MOTORCADE

Ambushing a moving target is never easy, requiring patience, timing, and a bit of luck. But if you use the provided map and study the motorcade's route, staging an ambush is rather simple and painless—though if you prefer taking out stationary targets,

your buddy has a plan (in the subverted mission) to send the chief to the police station.

#### Logistics

There are many ways to stage an ambush, but IEDs are by far the most efficient means of wiping out a





convoy or motorcade. So if you don't own any yet, buy some from the weapon shop near Mike's Bar before heading out. The motorcade's route is completely limited to the western sector. The river is the quickest way to reach this area. Board a swamp boat at Mike's Bar or in Pala, then head west. Disembark near one of the roads along the motorcade's route and prepare your ambush. However, avoid the bridges as they're often protected by guard posts—the motorcade crosses four bridges in this sector. Stealth is key in this mission. If the motorcade spots trouble, the police chief will bail out and run away, forcing you to chase him down.

## Recon Report

The police chief is riding around in the back of an SUV, sitting behind the front passenger seat. Two bodyguards are in the



driver and passenger seats of the vehicle. But they're not alone; the motorcade is also protected by two assault trucks to the front and rear. However, the security detail shouldn't be a problem if you plan your ambush carefully. While you can conduct this attack anywhere along the motorcade's route, the jungle area near the railroad tracks (west of the slaughterhouse) is a good spot due to the ample foliage for concealment and the lack of guard posts. Your attack will cause some noise and you don't want any guard post lackeys heading your way to investigate.

## Execution



Continually monitor the location of the motorcade on your map while moving to the ambush point.

Because of

the motorcade's position, it may be necessary to choose a new location, so be ready to improvise. Long before the motorcade reaches your position, plant your IEDs in the middle of the road. Place at least three IEDs and space them out by approximately 20 meters each. This will help ensure the destruction of all three vehicles in the motorcade.



Once your IEDs are set, crouch and hide in the bushes and grass on the side of the road. The south side of the

road near the train tracks is slightly elevated, providing a good view of the road. Just make sure you have a line of sight on the center IED in the road. Once in position, watch the motorcade's progress on your map. Stow the map once the motorcade is near and make sure your IED detonator is in hand. Let the first assault truck pass over the center IED. Wait until the SUV's bumper is a couple of meters away from the center IED before detonating the explosives. Even if your timing is slightly off, the overlapping blast radii of the IEDs destroy the SUV, completing your mission.



Depending on the spacing of your IEDs and that of the assault trucks, there may be a few survivors. Open fire from the side

of the road to finish off any dazed enemies in the assault trucks. Also, make sure the police chief's SUV is toast. The chief's body should be somewhere near the flaming wreck. You're now free to take on another mission. Get back in your boat and head to Pala for more work.

## Subverted Mission

This subverted mission makes it slightly easier to take out your primary target. Your buddy has a way to make the police chief stay put in his police station, but you must run a side errand first.

## Buddy Briefing

Not long after you receive the APR briefing in Pala, your buddy calls offering more information on the mission. You



can meet your buddy at the safe house on the river, northeast of the slaughterhouse. Grab one of the swamp boats in town and head north to reach the safe house. Inside, your buddy informs you of the police chief's secret ledger. Apparently the chief has recorded every single bribe he's received from the APR. If you steal this ledger, he's sure to hole up in his police station, realizing he's in danger if the UFLL finds out he's been playing both sides. Even better, when the chief's deputy discovers these bribes, he'll probably turn over all the police weapons to the UFLL, providing your buddy the opportunity to ambush the arms convoy. The ledger is safeguarded by the police chief's brother at the fishing village to the north. Save your game before traveling north along the river.



## Shwasana



SHWASANA



POLICE CHIEF'S BROTHER

**Buddy Objective:** Get the police chief's ledger.



**Mission Details:** The chief's brother has a secret ledger in his possession. He's at the fishing village. Get that ledger first.



Judging by the number of armed men, there's more than fishing going on in this village. Park your boat near the wooden footbridge to the east and move in on foot. Take a few moments to scout out the village before attacking. The chief's brother is on the second floor of the large structure in the village center. Note the sniper patrolling the upper-level balcony outside the brother's quarters—he's your first target. There may also be a swamp boat patrolling the area. Don't let them see you.



There's no easy way to sneak into the village unnoticed, so spend a few minutes sniping the opposition from the

outskirts. Start with the sniper, then blast any visible enemies, including those in boats. Circle the village's perimeter, picking off targets of opportunity. The more enemies you clear out now, the easier it is reaching the chief's brother.

Enter the village from the southeast side, moving along the main walkway. Stow or exchange

your sniper rifle for something with a higher rate of fire. The cover afforded by the village's structures ensures that some survivors linger among these rusty shacks. Advance to the large structure where the brother resides and infiltrate through the south entrance. There may be a few thugs hiding inside on the ground floor, so be ready to gun them down at close range.



Climb the staircase and advance to the brother's room. He doesn't put up a fight, so don't shoot him. However, you must intimidate him before he gives up the ledger. Interact with him to hold your machete to his throat. It's not long before he points to a wooden box next to his bed—the ledger is inside. Interact with the box to retrieve the ledger. Shortly after you grab the ledger, your buddy informs you that the plan worked. The chief is heading to the police station now. If the area is clear, jump into the water and swim back to your boat by the footbridge.



Before leaving Shwasana, locate this diamond briefcase to the west. It's resting on a crate between two hills overlooking the village.





## Police Station



**Buddy Objective:** Terminate the police chief while my buddy ambushes a UFLC convoy.



**Mission Details:** I snagged the secret ledger. The police chief's run back to the station. Gotta get there and terminate the chief. After that my buddy will ambush an arms convoy protected by UFLC troops.



Once the police station is clear of all visible threats, equip a shotgun, assault rifle, or submachinegun and advance on the jail. There may still be a few survivors hiding around corners or inside the surrounding buildings, so be ready to take cover and return fire. Rush inside the jail and gun down the police chief before he has a chance to draw his pistol. Your buddy calls as soon as the chief is dead and reports that the deputy is moving the police weapons now. Move out now to help your buddy ambush the convoy.



The police station is in the western sector. From the fishing village follow the river to the west. Although the river leads directly to the police station, stow your boat along the banks to the east and move in on foot. Climb the hill to the east to scout out the location with your monocular. The chief is smart not to show himself. He's holed up in the jail at the center of the complex. To reach him clear out his security detail first.



A diamond briefcase lies on the roof of the building next to the jail. It can be reached by jumping over from the large rock to the west.



## Buddy Wager

**Buddy Objective:** Meet my buddy and help eliminate a UFLC convoy.



**Mission Details:** The police chief is terminated. Now I gotta rendezvous with my buddy and help ambush a UFLC convoy.

**TIP** Before attacking the police station, consider raiding the safe house to the east. This is a good spot to save your game.



Start by picking off the sniper on the tower to the north. Quickly follow up by shooting the propane tank near the ammo pile at

the bottom of the hill. This creates a large fire and sets off the ammo pile, helping clear out some of the guards gathered around the station. Stay on the hill and engage any survivors before making a move on the jail.

The ambush point is in a narrow valley to the east. From the police station, take a swamp boat east, then rush south to the



ambush point on foot, careful to circumvent the guard post at the nearby bridge. It looks like your buddy started the party without you. Flank the UFLC troops from the west and try to draw attention away from your buddy, who is on a hill to the south. Since your buddy is on the hill, feel free to deploy grenades on the road. Once the UFLC troops are eliminated, the mission is complete. Check in on your buddy before leaving the area and provide medical assistance if necessary.



## REAP WHAT YE SOW

### Mission Map



#### Legend

- APR HQ
- Safe House
- Main Objective
- Bus Station
- Buddy Objective

### APR Briefing



Prosper Kouassi and Nicholas Greaves await your arrival at the APR HQ. Kouassi has discovered that APR supporters

to the west are being blackmailed by the UFLL for medical supplies. In response, the APR wants you to infiltrate the rail yard to the northwest and destroy a fresh shipment of natural gas. Natural gas is a major financial resource for the UFLL. Without it, they'll have a harder time procuring supplies. Greaves explains the gas is contained in a tanker car impervious to small-arms fire—you must take it out with explosives. Grab the folder from Greaves to accept the mission. You're paid 15 diamonds in advance.

An AR-16 assault rifle is waiting inside the safe house where you meet your buddy. Although it's used, it still beats most of the weapons available in Leboa-Sako. Still, it does have a tendency to jam, so be careful.

### NOTE

### Base Mission

**Main Objective:** Head to the rail yard and destroy the tanker.



**Mission Details:** The APR hired me to destroy a tanker car containing natural gas. The UFLL is using it to pay for food, arms, and medicine.



MAIN OBJECTIVE: NATURAL GAS CAR

The base mission objective is straightforward: Go to the rail yard and destroy the tanker. The subverted mission is similar but requires you to pay a visit to the cattle ranch before heading to the rail yard. So if you want to put this one behind you, head straight for the rail yard.

### Logistics



As Nicholas Greaves pointed out, you need some explosives to take out the tanker car. If you don't have any IEDs now, go to the weapon shop by Mike's Bar and purchase some. Or simply restock at the armory if you're running low. While you're at it, grab an M1903 sniper rifle too. When you're all geared up, return to Pala and take a bus to the northwest sector. A buggy is waiting at the northwest bus station. Follow the nearby rail tracks west then south to reach the rail yard, careful to circumvent the well-defended PetroSahel refinery along the way.



## Recon Report



Move into the mission area on foot, observing the rail yard from the hill to the east. As expected, the UFL has the rail yard locked down tight. Patrols wander the grounds and a lone sniper is posted on the maintenance shed's roof to the south. The tanker sits in the middle of the facility surrounded by a maze of obsolete freight and passenger cars. You can scout the whole facility with your monocular from the eastern hill. Note all the explosive barrels and propane tanks—they'll make great distractions once the shooting starts.

## Execution

Sneaking into the rail yard is a risky proposition—even at night. Therefore, hold on the hill to the east and clear out as much of



the UFL opposition as possible with your sniper rifle. Start by picking off the sniper on the rooftop. Once he's down, engage the troops on the ground. As long as you remain concealed and maintain the high ground to the east, they'll never spot you. But the enemy troops aren't dumb either. They quickly take cover behind the cars. Flush them out by targeting the explosive barrels. This sets the grass on fire, forcing the UFL troops to scatter, making them easy to pick off.



Clear out as much of the rail yard as possible before making a move on the tanker. Ditch your sniper rifle in favor

of an assault rifle or shotgun pulled off one of your victims. There are likely to be a few survivors hiding among the railcars. Avoid them if possible, or take them out silently with your machete. If you make too much noise, the remaining enemies will swarm to your position. Drop a couple of IEDs near the tanker car and quickly backtrack to the eastern hill.

**TIP** If you don't have any IEDs, the tanker can be destroyed with a few grenades—toss them directly beneath the tanker for optimal damage. You can stock up on grenades at the nearby explosive pile, north of the tanker.

Once you've reached the safety of the hill, equip the IED detonator and set off the explosives. Be sure to turn around and watch the fireworks—

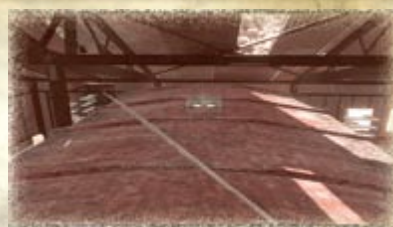


the massive explosion rocks the entire facility, creating fires and shattering the windows of the nearby passenger cars. Destroying the tanker completes the mission. Head back to Pala (via the northwest bus station) for more work.



A diamond briefcase sits atop the red boxcar inside the large maintenance shed. Climb to the shed's roof

(accessible from the south side), then drop through the hole directly above the boxcar.



## Subverted Mission

In this mission you must eliminate a UFL official at the cattle ranch before hitting the tanker at the rail yard. Given the proximity of the cattle ranch to the rail yard, this is a rather simple set of objectives, all confined to the northwest sector. So consider lending your buddy a hand.

## Buddy Briefing

Your buddy calls shortly after the APR briefing, asking to meet you at the safe house just east of the rail yard. The bus



is the quickest path to the northwest sector. From there drive the buggy along the train tracks toward the safe house, careful to avoid all hostiles along the way. Inside the safe house your buddy tells you of a UFL official at the nearby cattle ranch. He's holding back a train of reinforcements. If you take him out, the reinforcements will be available to respond to your attack at the rail yard. This will give your buddy the chance to ambush the train and wipe out the UFL's reinforcements. Of course, your help is needed to pull off the ambush.



## Cattle Ranch



**Buddy Objective:** Kill the UFLLE official at the ranch.



**Mission Details:** My buddy says a UFLLE official is holding back a troop train full of reinforcements. Eliminating the official will free up the troops to respond to an attack—exposing them to an ambush.



Sneak onto the cattle ranch grounds from the north or west. The southern approach is well defended by a guard post. Once in the mission area, move along the hill to the west and scout out the area with your monocular. A few guards wander around the grounds, and some may be relaxing near the campfire in the center—stay low among the high grass to remain concealed. Make note of the yellow explosive barrel to the east and the fuel pile to the west. These are key to setting the ranch ablaze. The UFLLE official is in the west side of the main structure. While it's possible to sneak in and take him out silently, it's safer to eliminate the security detail first.



Snipe from the western hill, picking off as many guards as possible before they take cover. Once the UFLLE troops

have scattered, destroy the yellow explosive barrel and fuel pile to set off a huge grass fire. The fire itself may eliminate a few guards while drawing others out into the open where

you can easily target them. During the attack, watch out for incoming assault trucks and deal with them quickly before they begin searching for you.

Once the grounds are clear of threats, grab a shotgun or assault rifle off one of the dead bodies and go after the UFLLE



official—remember where you dropped your sniper rifle. The official's busy talking on his phone when you enter, pleading for reinforcements. Keep your weapon trained on him at all times or else he may draw his pistol and open fire. Take him out with a quick headshot and answer your phone to get an update from your buddy—you're clear to take out the tanker at the rail yard. Retrieve your sniper rifle and move out.



A diamond briefcase is in the wooden stall on the west side of the ranch—near the fuel pile. If you destroyed the fuel pile, it should be easy to spot. Otherwise hack your way in with your machete.

## North Rail Yard





**Buddy Objective:** Destroy the tanker car at the rail yard.



**Mission Details:** I took out the UFLI official who was holding back his reinforcements. Time to destroy the tanker at the rail yard. My buddy will then ambush the train carrying the UFLI troops who respond to my attack.

Use the same sniper-based tactics described in the base mission to neutralize the UFLI troops guarding the tanker at the



rail yard, but instead of retreating to the east after planting the IEDs, steal one of the assault trucks and drive north along the tracks. Wait until you're a safe distance away, then get out of the truck and set off the explosives. Once the tanker is destroyed, you get a call from your buddy—it's time to blow the tracks, causing the train full of UFLI reinforcements to derail. Head to the ambush point to the northeast to assist.

## Buddy Wager

**Buddy Objective:** Proceed to the ambush point and help eliminate all UFLI troops.



**Mission Details:** I've destroyed the tanker car. My buddy has ambushed the train carrying the UFLI troops who responded to my attack. I gotta rendezvous at the ambush point and help my buddy eliminate all UFLI troops.



Follow the train tracks north then east to reach the ambush point. Your buddy's plan worked. The UFLI train has derailed, but some of the troops survived the attack and are currently closing in on your buddy's position. Ditch the assault truck and move in on foot. Your buddy is holding on a slight hill south of the track. Flank the UFLI troops from the north, slowly working your way to your buddy. Avoid using hand grenades and molotov cocktails until you confirm your buddy's position. Take cover behind the sandbag barricades and help your buddy finish off the UFLI troops. Even if your buddy falls, keep up the fight until you get the *Mission Completed* notification. Then you can heal your buddy if necessary. Wiping out the UFLI troops here completes the mission. The northwest bus station isn't far away. Grab a bus and head back to Pala for more work.

## JUNKYARD DOG

### Mission Map

#### Legend

- |                 |             |
|-----------------|-------------|
| APR HQ          | Safe House  |
| Main Objective  | Bus Station |
| Buddy Objective |             |





## APR Briefing

Walton Purefoy joins Prosper Kouassi for this debriefing at the APR HQ. Purefoy reveals that the UFL is operating an improvised motor pool out of the junkyard to the west. The APR wants you to raise some hell over there. Most important, Purefoy wants you to take out their air compressor in the garage. Without it, the UFL will have a tough time repairing their vehicles, giving the APR a slight tactical advantage. Grab the folder from Purefoy to accept the mission and receive 15 diamonds in advance.



A heavily used USAS-12 shotgun is located in the safe house where you meet your buddy. In its condition it's not very reliable, but it can still come in handy during close quarter fights in the junkyard.

## NOTE

## Base Mission

**Main Objective:** Destroy the compressor in the junkyard garage.



**Mission Details:** The APR wants me to sabotage the UFL motor pool at the junkyard. They have a compressor for equipment repairs. I gotta go in and destroy the compressor in the garage.

This is another sabotage mission. Head to the junkyard and knock out the UFL's air compressor. Your buddy's subverted mission doesn't change the main objective, nor does it make it easier. So if you're looking for the quickest path, head west and attack the junkyard.



## Logistics



Before heading to the junkyard, stock up on equipment and ammo at the weapon shop near Mike's Bar. Due to

limited sight lines, sniping isn't very easy at the junkyard, so consider buying a good assault rifle or shotgun. Also, grab some IEDs as they're the most effective means of taking out the air compressor. The junkyard isn't that far away, so board the assault truck by Mike's Bar and drive west—follow the signs to *Scrap Salvage*. Consider sneaking past the arena and nearby guard post on your way in, or simply blitz through, using the assault truck's machinegun to mow down all opposition. Drive to the junkyard's northern entrance (look for the piles of tires) and park the truck on the side of the road—it's best to move in on foot.

## Recon Report



A small checkpoint is located along the road leading into the junkyard from the northeast. Slip past the guards at the checkpoint by crouching and creeping through the tall grass. The junkyard itself is packed into a small jungle clearing surrounded by steep cliffs. Once past the checkpoint, avoid the main gate and advance to the south side of the clearing—move through the grass and trees to avoid detection. Stop occasionally and use your monocular to scout various objects like ammo piles and vehicles. Because of all the junk, it can be difficult to properly scout this location without exposing yourself. So keep moving through the jungle until you're just south of the garage. Hold this position and monitor the UFL patrols. Sneaking in won't be easy, so get ready for a brawl.

## Execution



When you're directly south of the garage (marked on your map), creep north into the junkyard, using the nearby



railcar's interior for concealment. From here you can spot the garage containing the compressor—a yellow barrel is right next to its entrance. Wait until a guard passes the barrel, then open fire to detonate it. But don't hold in the railcar—each time you fire you give away your position, so move out after each shot. Duck in and out of cover to engage the UFL troops while making your way to the garage. Attack aggressively using grenades and molotovs, and target any explosive barrels you encounter. Explosions may cause some of the UFL troops to retreat, making it easier to reach the compressor.

**TIP** If you've unlocked any of the silent weapons, such as the silent MP-5 or the dart rifle, this mission is much easier, allowing you to stealthily eliminate most of the UFL troops while circling the junkyard's perimeter. Consider completing some of the convoy missions (offered at the weapon shops) to unlock these powerful game-changing weapons.



Once inside the garage, locate the compressor and drop a couple of IEDs right next to it. But don't loiter inside the garage any longer than necessary, as it can become a death trap with UFL troops camping at both exits, waiting for you to emerge. If you don't have any IEDs you can destroy the compressor with grenades, but it will take a few, requiring more time in the garage.



Cautiously exit the garage and seek cover to the south. Once you're a safe distance away and any pursuers have been dealt with, equip the IED detonator and set off the explosives to destroy the compressor. This completes the mission. Backtrack through the jungle. Locate your parked assault truck near the signpost and drive back into town (or to Mike's Bar) to get your next mission.

There are two diamond briefcases on the perimeter of the junkyard, both in or near blue-and-white



buses. The first is just south of the main gate. Cut your way through the boarded-up rear of the bus to access it. The second case is in a more isolated part of the junkyard in the jungle to the west. Look for a blue-and-white bus next to a red shipping container. Cut your way into the bus, then enter the adjoining shipping container to spot a diamond briefcase next to a corpse.

## Subverted Mission

This subverted mission requires you to steal a map from the fuel depot in the northwest sector before attacking the UFL junkyard. The nearby bus station makes transportation easy, and the map's theft isn't that difficult. So if you're not in a rush, lend your buddy a hand.

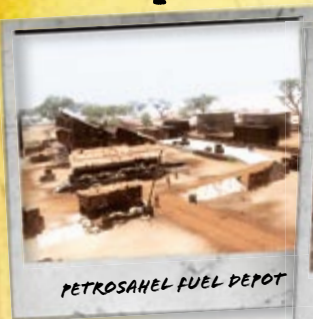
## Buddy Briefing



As expected, your phone rings shortly after you get the APR briefing. Your buddy wants to meet at the safe house in the northwest, near the bus station. Before boarding a bus, make sure you have an M1903 sniper rifle—if you don't, buy one at the weapon shop by Mike's Bar. Take a bus to the northwest station and drive the provided buggy to the safe house. Inside, your buddy tells you about a tanker truck targeted for destruction. But before it can be ambushed, you must steal the trucking schedule at the nearby PetroSahel fuel depot—the schedule changes every day in an effort to prevent such attacks. Once you attack the UFL motor pool, the trucks will be recalled, following the scheduled map back to the depot. Procuring a map will allow your buddy to take out one of the trucks. When your buddy is finished talking, save your game and consider advancing time to night—particularly if you intend to sneak into the depot unnoticed.



## Fuel Depot



PETROSAHEL FUEL DEPOT



TRUCKING SCHEDULE MAP

**Buddy Objective:** Steal the map from the fuel depot.



**Mission Details:** My buddy wants me to hit the fuel depot first and take the daily route map for the oil refueling plan.



From the safe house, drive the buggy (or assault truck) west. Park your vehicle east of the mission area and assume a position on the hill just south of the fuel depot. Use your monocular to scout the various objects, including a sniper on one of the large storage tanks on the north side of the facility. Also, make note of the various explosive barrels and propane tanks—it is a fuel depot after all. The map is inside the office at the center of the facility.



The quickest way to complete this objective is to snipe the various flammable and explosive objects from this hillside.

Start by picking off the sniper on the storage tank, then go to work on the explosive barrels and propane tanks. This results in a large grass fire in the center of the complex, setting off other barrels and sending guards scrambling for safety. Monitor the front side of the office and pick off any visible guards. Hold on the hillside until you can see no more threats.



Cautiously descend the hill, moving toward the depot while watching for any movement. Crouch in the high grass if necessary to engage new targets. As you enter the scorched grounds of the depot, drop your sniper rifle in exchange for an assault rifle or shotgun from one of your victims and proceed to the office. The map lies on a desk on the south side of the small room. Grab it and rush back to your vehicle on the hillside, leaving your sniper rifle behind. Your buddy calls after you retrieve the map, but let the call go to voice mail. You can retrieve the message once you're back on the hillside—you're now clear to take out the compressor at the junkyard. Drive your vehicle to the bus station and take a bus back to Pala. From there the junkyard is a short drive away.



A diamond briefcase sits on top of the boxcar next to the middle storage tank on the north side of the facility.



Be sure to clear out the depot before making a move for it.

## Junkyard



JUNKYARD GARAGE



**Buddy Objective:** Destroy the compressor in the junkyard garage.



**Mission Details:** My buddy has the daily truck routes and is planning to ambush a petrol truck once I begin my attack.



Utilize the same tactics described in the base mission when attacking the junkyard, sneaking in and assaulting the garage at close range. Cook off as many explosions as possible to send the guards scrambling, and deal with the rest using an assault rifle or shotgun. Drop a pair of IEDs next to the compressor in the garage and seek refuge in the jungle to the south before detonating them. Your buddy calls soon after the compressor is destroyed, requesting help at the ambush point at the junkyard entrance to the northeast.

## Buddy Wager

**Buddy Objective:** Head to the ambush point and help my buddy eliminate all UFLI troops.



**Mission Details:** Compressor's taken care of. Now my buddy will light up an oil truck near the junkyard entrance. This'll draw UFLI troops. I gotta help eliminate those troops.



Your buddy's ambush point isn't far away. Don't bother stealing a vehicle. Instead, move to the ambush point on foot—

you'll hear gunfire when you're near. The fighting is centered around the checkpoint to the northeast. Your buddy is most likely near the wooden platform and steps, so avoid tossing any grenades or molotovs in that direction. Use the junked cars lining the sides of the road for cover while engaging the UFLI troops. They're most likely focused on your buddy, so move to close range and take them by surprise. When all the UFLI fighters are down, check in on your buddy before leaving. If necessary, use a syrette to provide first aid. Use one of the nearby assault trucks to drive back to town for more jobs.





## ACT I: WORLD 1 FINALE

Before accepting the *Fool's Errand* mission, consider finishing any buddy quests remaining in Leboa-Sako. The events and objectives following this mission lead you to Bowa-Seko, the southern region. You can return to Leboa-Sako later to complete convoy and assassination missions, but the buddy quests will not be available.

## FOOL'S ERRAND

# Mission Map




### Legend



 **APR HQ**



### Main Objective

 UFLH HQ **Bus Station**

# Mission Briefing

**Main Objective:** Head to Goka Falls and kill the losing faction's commander.



**Mission Details:** The winning faction's commander has ordered me up to the Goka Falls retreat—north side of Mt. Thabamolaetsa. I'm to kill the losing faction's commander.



This mission is available once all UFL and APR missions are completed. By that time a winning faction has been

determined. Head to the winning faction's HQ (marked on the map) and go upstairs to receive the briefing from either Prosper Kouassi of the APR or Dr. Leon Gakumba of the UFL. Regardless of who you take the mission from, the objective is the same. The winning faction's commander wants you to take out the losing faction's commander. The losing faction's commander has left town and taken refuge at a lodge near Goka Falls in the northeast sector. You're paid 20 diamonds in advance for accepting the mission.

## WINNING AND LOSING FACTIONS

Your work for the APR and UFLl has made an impact on the struggle for domination in Leboa-Sako. Each time you completed a base or subverted mission, you were awarded reputation points that affect the outcome of the war—a transparent scoring system runs in the background keeping track of which faction is ahead. Some actions benefitted the APR and others benefitted the UFLl. If the score is tied (if you did all the subverted missions for both sides), the UFLl wins by default and becomes the winning faction.

## Logistics



Check over your gear before heading out to Goka Falls. Bring along an assault rifle and a few IEDs, and consider

purchasing a PKM as your special weapon—the weapon's



large ammo capacity is helpful when assaulting and escaping the lodge. Board a bus in Pala and take it to the northeastern station. From there drive the provided car northwest along the dirt road, circumventing or assaulting the two guard posts along the way—this is a good way to exchange your car for an assault truck. Park your vehicle north of the falls and move in on foot. Two switchback trails lead to the lodge, one south of the river and one to the north. Keep your feet dry and take the northern path. This allows you to sneak up on the lodge without having to cross the rickety suspension bridge.

**TIP** While advancing along either switchback path, keep watch for enemy patrols. Try to eliminate such sentries silently to avoid alerting the guards around the lodge.

## Recon Report



GOKA FALLS LODGE



The lodge sits on a cliff-side perch overlooking the waterfall and is connected to the opposite bank by a wooden suspension bridge. If you took the northern path up here, you emerge from the jungle on the north side of the lodge. Otherwise you must cross the bridge to access the lodge. Crouch in the high grass on the side of the footpath and watch the enemy patrols around the lodge. Use your monocular to scout out the explosive pile east of the lodge

and the mounted weapons to the north and west. Make a mental note of these locations before launching the attack.

## Execution



Equip your PKM and open fire on any visible guards patrolling the lodge. The gunfire may draw more hostiles from

the south side of the river. If they approach along the east side of the lodge, target the explosive pile with your PKM or a grenade to set off a massive explosion. Hold in the jungle on the north side until the area around the lodge is quiet.

Cautiously approach the lodge and gun down any opposition you encounter, but don't enter the lodge just yet. Instead, lay the



groundwork for your escape by scattering a few IEDs around the lodge's exterior. Place one on the suspension bridge, then drop a couple on the north side. These IEDs will take out some of the winning faction's thugs that arrive after you execute the losing faction's commander, buying you time to make your escape.

Enter the lodge and confront the losing faction's commander. No need to waste any time; gun him down and



get ready to move out. You've been screwed by the winning faction. Now that you've done their dirty work, they're finished with you.

**Main Objective:** Escape the Goka Falls lodge.



**Mission Details:** The losing faction's commander is dead. Now gunmen are coming out of the woodwork. I've been set up. If I don't get off this mountain quickly, I'm a dead man.



The winning faction's troops spawn outside the lodge as soon as the losing faction's commander is dead, approaching from the north and south. Wait until you can hear them outside and then detonate the IEDs you placed earlier. The large simultaneous explosions should take out several enemies and temporarily rattle any that are nearby. This is your chance to escape!

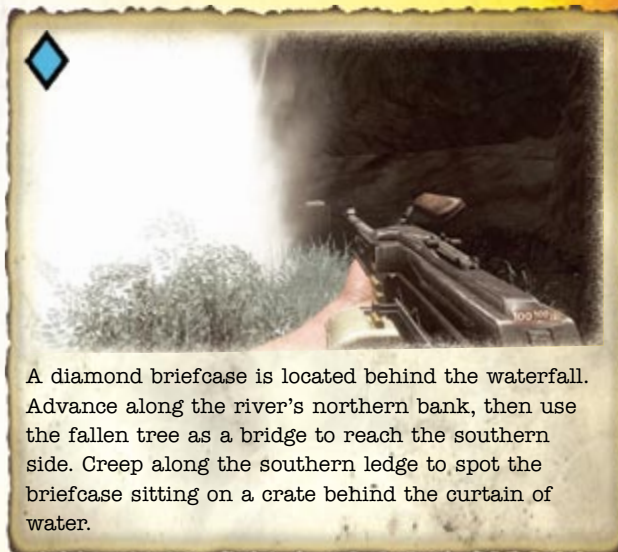


you from the bridge above. As soon as you're a safe distance away from the lodge, the mission is complete. Your phone rings immediately following your escape from the lodge—it's Reuben, the journalist. He wants you to meet him at the lumber camp.



Rush out of the lodge and head south, toward the suspension bridge—no, the IED didn't destroy it. Move to the center of the

bridge and leap off the side. The water below is just deep enough to break your fall. Beware of enemies firing down on



A diamond briefcase is located behind the waterfall. Advance along the river's northern bank, then use the fallen tree as a bridge to reach the southern side. Creep along the southern ledge to spot the briefcase sitting on a crate behind the curtain of water.

## DEFENSE REVERSAL

### Mission Map



#### Legend

- Mission Start
- Main Objective
- Underground HQ
- Mike's Bar
- Bus Station

### Mission Briefing

**Main Objective:** Talk to Reuben at the lumber camp.

**Mission Details:** Reuben has some vital info for me. He's hiding out at that deserted lumber camp southeast of the town. He'll be waiting there inside a building.







From Goka Falls you must reach the lumber camp southeast of Pala to meet with Reuben. You can either take

the nearby swamp boat back to Pala then drive to the lumber camp, or backtrack to the northeastern bus station. Although the bus station isn't too close, it's the fastest and safest option. From there you can use the car at Pala's bus station to reach the lumber camp. The lumber camp is abandoned, so there's no need to scout for hostiles. Move to the structure marked on your map and enter.

Reuben has some very bad news. The winning faction has declared you and your buddies foreign spies. The faction's troops are heading to Mike's Bar now and intend to execute all your buddies. They're also making a move against locals, including Father Maliya's church in Pala. You've gotta help them, but there's not enough time to save both your buddies and Father Maliya. Reuben's on his way out of Leboa-Sako. He tells you to meet him in the south. But for now, you have a tough decision to make. Load up on syrettes from the first aid kit hanging on the wall, then save your game.

**Main Objective:** Meet your buddy at Mike's or meet Father Maliya at the town church.



**Mission Details:** The winning faction has begun wiping out all opponents, including hired guns and civilian dissenters. Just heard that both Mike's and the church in Pala are targeted for huge attacks.

## Church



If you choose to help Father Maliya and his underground movement, head to the church in Pala. From the lumber

camp drive north and follow the signs. Pala is a ghost town. All the troops and foreign fighters have fled. They probably got word of the winning faction's impending attack too. Make a beeline for the church to help Father Maliya.

**TIP** Before entering the church, raid the restricted APR and UFLG garages if you haven't already. This is a perfect time to access those diamond briefcases.

As you enter, Father Maliya is ushering his people through a secret passage at the back of the church. Maliya greets



you warmly and asks for assistance. He needs you to push the cabinet in front of the secret passage once they've escaped. Move to the right side of the cabinet and interact with it to push it in front of the passage's entrance. You're now all alone in the church, with the winning faction's troops heading your way.

**Main Objective:** Defend the church.



**Mission Details:** The winning faction is attacking the church in Pala. They plan to destroy it and everybody inside.



Not long after you push the cabinet, the enemy attack commences. Instead of barging through the church's door, the troops attack through

the side windows. Take cover behind the sandbags near the cabinet and open fire on the invaders—try to hit them in the windows before they set foot in the church. But at this range you won't last long. The winning faction's troops eventually overrun your position and everything goes dark...

## Mike's Bar

If you choose to help your buddies at Mike's Bar, take the western road out of the lumber camp. By the time you reach the



bar, it's already under attack. Park your vehicle to the north and get out. Crouch behind your vehicle while engaging the enemy troops surrounding the bar. Don't be afraid to set the grass near the bar or weapon shop on fire—it won't damage the structures. During the fight, look for an opportunity to make a break for the bar's entrance. Dash to the door and rush inside.





Your best buddy greets you at the bar's door—the rest of your buddies have assumed defensive positions at

the bar's windows. Apparently your buddies had no warning of the attack. Still, they were able to get everyone inside the bar. Now you're all surrounded and facing overwhelming odds. Help your best buddy push the refrigerator in front of the bar's door—interact with the left side of the fridge to push it.

**Main Objective:** Defend Mike's Bar.

**Mission Details:** The winning faction is attacking Mike's. They plan to destroy it and everyone inside.



After you move the fridge, the bar comes under heavy attack. The enemy troops fire through the windows and even

blast open the boarded-up windows, making the bar a death trap. Move to an unoccupied window and help your buddies repel the attack as long as possible. Shotguns and the flamethrower are very effective at this range, but so is the PKM, with its high rate of fire and magazine capacity. Just be careful when tossing grenades or molotovs out the windows. If one accidentally lands inside, the fight will be over fast.

If you need to reload or heal, crouch to the side of a window to escape the incoming fire. Even this may not be enough to



avoid getting hit as the enemy troops fire into the bar from all directions. No matter how successful you are, your buddies will eventually fall and you'll succumb to your wounds, too, blacking out on the bar's floor.

The outcomes of the fights at the church and bar are predetermined. Enemy troops continually spawn outside both structures and keep attacking until your health bar is depleted.



## NOTE

## EXILE TO WORLD 2

### Mission Map



#### Legend

-  Mission Start
-  Main Objective

### Sandstorm



Whether you collapsed at the church or Mike's Bar, you awake on the back of a truck driving through a blinding sandstorm—

the back of the truck is filled with dead bodies. Apparently someone forgot to check your pulse before adding you to the load. When the truck hits a large bump, you're thrown off the back, landing in the middle of a dirt road in the middle of nowhere. You won't last long out here unless you find some shelter.

**Main Objective:** Get to shelter.

**Mission Details:** Leboa-Sako fell to the winning faction, and me with it. They're hauling the dead out to some mass grave in the desert...looks like I'm the only one in this truck with a pulse...they must have thought I was dead.







Once you get on your feet, take a moment to get your bearings. Your compass and map have been stripped,

along with your weapons, so you'll need to move through this sandstorm without them. It doesn't really matter which direction you travel—the final outcome is always the same, though you can stay on your feet longer if you move toward the oasis to the south. From the road, look for trees on a hill and move in that general direction. As you near the oasis, you collapse and pass out—the same occurs if you travel off the road in any other direction.

## Oasis

You awake in a small room, the wind still howling outside. But you're not alone. A man pulls a bloody piece of rebar out of your



side as you come to. Once again, you find yourself looking up at the Jackal hovering over your bed. This time he seems to sympathize with you—and the raw deal you got from the winning faction. He sits next to your bed and gives you his take on the country's seemingly hopeless situation. But the sound of approaching vehicles outside seems to spook the Jackal. He wishes you luck and makes his exit, bringing this short mission to a conclusion.

## REPRISAL KILLING

### Mission Map



#### Legend


-  Mission Start
-  Main Objective
-  Weapon Shop
-  Guard Post
-  Bus Station

### Mission Briefing



Shortly after the Jackal ducks out, the losing faction's captain enters the room—this will be Nicholas Greaves if the UFLL

won or Hector Voorhees if the APR won. He's surprised to find you're still alive. He promises to leave you a truck at the oasis if you help him out with a problem. The actions in the north have left the losing faction in a state of disarray. While he attempts to regroup the faction's forces in the south, he wants you to assassinate the winning faction's commander at a troop rally in Leboa-Sako's southwest sector. Once the job is complete, you're to meet him at the crossroads village of Sefapane. You're not given the chance to accept or decline this mission, nor are you offered payment. However, the assault truck waiting outside is ample reimbursement given your current predicament. Before leaving the captain tosses you a canteen of water, but you pass out before you can take a sip.

**Main Objective:** Terminate the winning faction's commander at his troop rally. 

**Mission Details:** The losing faction troops fleeing the north are regrouping under their captain (Greaves or Voorhees). He's dangerous. He wants me to take his revenge by crashing the winning faction's celebration party and wiping the smirk off the winning faction commander's (Gakumba's or Kouassi's) face. Then I'll meet up with him at Sefapane in the south.





By the time you wake up, the sandstorm has died down. Interact with the canteen still grasped in your hand—this gives you the strength

to rise from the bed. Before heading outside, gather up the weapons lying around the room. A mortar and Makarov are near the foot of the bed and an AK-47 is propped near the doorway. When you're geared up, walk outside and board the waiting assault truck, driving it north.



Look for this bus on the side of the road while driving north. It holds a diamond briefcase.



## Logistics



The winning faction's troop rally is being held to the north, west of the chemical dump. Follow the dirt road north, and continue

north along the railroad tracks as the road veers east. Before heading to the rally, stop at the weapon shop near the tracks. The easiest way to take out the winning faction's commander is with a sniper rifle, so purchase an M1903 if you haven't already. This is a good spot to save your game. Now drive toward the rally marked on your map, circumventing the nearby guard post along the way—you don't want to trigger a firefight with so many enemy troops to the north. As you near the rally you can hear the winning faction's commander shouting over a megaphone. Park your assault truck and creep north on foot.

## Recon Report



Climb the hill north of the guard post and just south of the rally. From this spot you can get a clear view of the rally and the

winning faction's commander—either Kouassi or Gakumba. The commander is standing on top of an overturned delivery truck holding a megaphone. Use your monocular to get a bead on the commander's exact location before commencing the attack.

## Execution

If you brought along the M1903 sniper rifle, this one's really easy. Simply center the scope's crosshairs over the



commander's head and pull the trigger. Don't rush the shot, however; make sure you have a clear angle on your target—if you miss, the commander will seek cover, forcing you to hunt him down and take on his gathering of troops. Once the commander is dead, your objective is complete. There's no need to take out any other targets. In fact, it's best to escape before the commander's troops track you down.

**TIP** If you want a challenge, try attacking the troop rally with the mortar. It can take some time to dial in the proper range, but if you score a direct hit the results are devastating.



To complete the mission, drive south to the objective marker on the map. Take the road running south of the bus station and drive

past the oasis where you woke up earlier. Beyond the oasis is an abandoned checkpoint—this is the loading portal between Leboa-Sako and Bowa-Seko. Drive through to complete the mission and enter World 2.



# LEBOA-SAKO SIDE MISSIONS

If you want to do some extra work on the side, consider taking on one of the many side missions available in Leboa-Sako. Except for some underground missions (you'll need malaria medication at some point), side missions are completely voluntary and are not required to finish the game. However, each side mission type provides its own unique reward: Buddy quests build reputation, assassination missions pay diamonds, convoy missions unlock weapons, and underground missions provide malaria medication. These rewards potentially make the critical path objectives slightly easier to complete, but for the most part, the side missions simply extend the gameplay in the northern sector, offering a wide variety of new tasks and challenges.

## BUDDY QUESTS



MIKE'S BAR

Want to lend your buddies a hand? Help them accomplish these quests. Buddy quests don't pay anything, but completing them increases your reputation, helping you attain greater levels of infamy. Each completed task also increases your history rating for the buddy you did a favor for. All buddy quests are issued at Mike's Bar, south of Pala. Simply interact with one of your buddies in the bar to accept a new mission. These quests are available immediately following the *Delivery* mission. Unlike some of the other side missions, buddy quests cannot be accepted back to back—you must complete another mission type in between buddy quests. Because of the weapon shop's proximity to Mike's Bar, consider taking on convoy missions in between each buddy quest. After you've exhausted all the convoy missions, consider taking on assassination missions or faction missions in between your buddy quests.

## Buddy Quest Map



### Legend

- Mike's Bar
- Main Objective
- Guard Post (Michele)
- Convoy Route (Flora)





## Marty Alencar's Quests

### Harsh Default



**Main Objective:** Go the villa and destroy the cargo down by the docks.

**Mission Details:** Marty Alencar's pretty choked about a local APR commander, Alessi. Says Alessi's mercs have loaded up cargo from behind the villa...stuff that Alencar brought in but has never been paid for. Marty wants me to get in there and destroy that cargo before it's trucked out.

### Tactics



One hand grenade tossed among these crates is enough to set off the whole lot, completing your mission. But infiltrating the docks can be tricky. The villa and docks are swarming with APR troops, so avoid a direct assault. Instead, sneak

The cargo Marty wants you to destroy is actually four ammo piles sitting next to a truck on the east side of the docks.

along the riverbank from the east. From here you can get a good view of the ammo crates while remaining concealed within the jungle's thick foliage. As long as none of the guards see you throw the grenade, they'll never know you were there. Slip away through the jungle to the east and return to Mike's to tell Marty the good news.

### Junk Medicine



**Main Objective:** Go to the junkyard clinic and destroy the medic's supplies.

**Mission Details:** Marty got ripped off. Says the medic at the junkyard triage sold him fake medicine. That's pretty dirty even by local standards. Marty wants me to get into the clinic and destroy the medic's inventory.

### Tactics

After talking to Marty at Mike's, grab some IEDs and a silent weapon from the armory. Covertly destroying the supplies



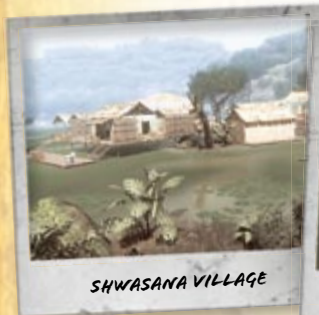
by remote is the best way to avoid getting caught in a deadly junkyard firefight. Sneak into the junkyard and hold to the south. The supplies are in a cardboard box inside a small shack, south of the garage. Silently eliminate the guards near the garage with either the Silent MP-5 or the Dart Rifle, then quickly rush into the shack and drop an IED next to the supplies. Return to the jungle to the south and detonate your IED to destroy the medic's stash of meds. While the guards go on alert, sneak out of the junkyard and return to Mike's for Marty's debriefing.





## Warren Clyde's Quests

### Burn the Water



SHWASANA VILLAGE



TARGET: FUEL STATION

**Main Objective:** Go to Shwasana village and destroy the fuel station.



**Mission Details:** Warren Clyde's learned that mercs from both sides are refueling their boats at the big fishing village at Shwasana. The guys in the village are making a killing. Warren wants me to go there and neutralize that fuel station.

### Tactics

The fuel station is a wooden platform connected to small island in the middle of the lake, just north of the village. Don't

let that fuel pile and the two yellow explosive barrels trick you into attempting a long-range takedown. The platform is sturdy, so you'll need to knock it out with IEDs, meaning you must either swim or take a boat to the platform. Swimming is



the stealthiest option, but hold off until nightfall before taking the plunge—the guards have reduced vision then, and there are fewer swamp boat patrols at night. Start your swim from the northeastern shore. If you swim straight to the platform from this side of the lake, you can access the ladder on the edge of the platform. Quickly climb aboard and drop all of your IEDs. A guard may patrol the platform, so be ready to hit him with your machete (or other silent weapon) if necessary. Once you've dumped your IEDs on the platform, swim back to shore and set off the explosives. Get back to Mike's and tell Warren about your little fireworks show.

### Green Fingers



OGC GREENHOUSES



OBJECTIVE: SACK OF KHAT

**Main Objective:** Go to the greenhouses and steal the sack of leaves.



**Mission Details:** According to Warren, someone at the OGC greenhouses was cultivating khat... Obviously not something the company sanctions. There's still a sack of khat leaves sitting there between the greenhouses, and Warren thinks it would be hilarious for me to steal it.

### Tactics

What may sound like a simple theft is actually quite dangerous considering the heavy security at the greenhouses. If



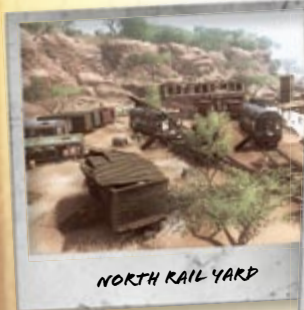
taking on the objective during the day, there's practically no way to sneak in between the two greenhouses and grab the khat without being spotted. Even at night sneaking in is slow going, requiring constant monitoring of the patrols. So consider clearing out the guards by sniping from the perimeter. The high rock to the south is an excellent sniping perch. Once you've eliminated as many hostiles as possible from the perimeter, cautiously move toward the greenhouses, grabbing an assault rifle or shotgun on your way in. The sack of khat rests on a small wooden table near the large water tank. Grab it and escape to the south. Warren will have a good laugh at your exploits once you get back to Mike's.





## Michele Dachss's Quests

### Lost in the Graveyard



NORTH RAIL YARD



OBJECTIVE: MICHELE'S FILES

**Main Objective:** Go to the rail yard and find the lost box of files.



**Mission Details:** Michele Dachss is pretty worried about some files she lost ages ago. Seems she was on some train that got raided by rebels. Long story short, the railcar she was riding in wound up dumped at the rail yard. So guess who she wants to retrieve the file box?

### Tactics



The north rail yard is swarming with guards, so it's best to avoid a firefight. It's much easier to sneak in, grab

Michele's files, and sneak out—and if you're careful, you can pull it off without firing a shot. For best results, conduct this operation at night. Start by approaching the rail yard from the eastern footpath. This puts you on a hill overlooking the

train yard. Stay low while descending the hill, and enter the blue L-shaped formation of passenger cars just ahead. Hide inside these two cars while crouched and monitor the patrols outside. Michele's files are in the green passenger car to the northwest. Wait until the guards are moving or looking away, then move inside the green car to grab the briefcase containing Michele's files. Retrace your steps to the eastern hill and return to Mike's Bar to hand the files over to Michele.

**TIP** If you're spotted while infiltrating the train yard, use molotovs or the flame-thrower to start grass fires around the railcars. This should provide enough of a distraction to make your getaway.

### Hazelnuts



TARGET: GUARD POST TRAFFICKER



TARGET: AIRFIELD TRAFFICKER

#### Main Objectives:



- Go to the small house on the south river and kill the trafficker.
- Go to the airfield and kill the other trafficker.

**Mission Details:** Michele learned of a drug shipment arriving today. Street drug called Hazelnuts. She knows of two APR guys that traffic in it...selling it to children. Scumbag one is taking delivery at the airfield. Scumbag two is waiting at the shack on the southern river. I'm going to kill them both.

### Tactics

Michele has two targets for you this time. The first is in the river-crossing guard post in the southern sector. The security detail



here is rather small, making it relatively simple to stage a direct assault and kill everyone. But it's much more satisfying to hit your target from long range and melt away before the guards know what happened. This particular trafficker enjoys



his smoke breaks. He steps out of the shack periodically to light one up. Sneak up on the guard post from the east and snipe him as he steps outside.



The trafficker at the airfield can be a little tougher to get to, but he can still be sniped if you take the right angle. This guy is busy checking over his shipment of drugs in the northwest corner of the large aircraft hangar. Sneak into the airfield from the north and pause near the small pond. Stay low in the high grass and shrubs to avoid getting picked off by the sniper in the eastern tower. From the pond you can see inside the hangar and draw a bead on the trafficker. At this range, it isn't an easy shot, so take your time and wait until the trafficker stops moving before squeezing the trigger. After taking out the trafficker it may be necessary to shoot the sniper on the eastern tower before you can safely make your escape and return to Mike's Bar to give Michele the good news.



## Paul Ferenc's Quests

### Supply and Demand



OLD FORT



OBJECTIVE: OPERATIONS DOCUMENTS

**Main Objective:** Go to the fort and recover the documents.



**Mission Details:** Paul Ferenc told me about a small crew run by a Commander Davenport. They were operating a lucrative supply operation out of the Legion Fort in APR territory. Being small kept them off the APR's radar for a while, but in the end they were taken out pretty easily. Paul wants me to grab the operations documents they left behind at the fort.

### Tactics

Commander Davenport's men may be gone, but APR troops have taken their place, having realized the defensive



potential of this fortification. Approach this objective as you did the subverted mission in *Oeduard Rex*, advancing along the northeastern footpath. For best results, consider hitting this target at night to avoid detection by the snipers on the fort's northern towers. The documents are contained within a metal briefcase inside the keep on the eastern side of the fort. Sneak in through the southeast archway (behind the fort) to quickly access the keep. The briefcase is on the floor near a shelf—grab it and escape, delivering the documents to Paul back at Mike's Bar.



If you haven't already, grab the diamond briefcase in the fort's southeast corner. It's in an alcove south of the keep, obscured by a few planks.

### Agent Yellow



CHEMICAL DUMP



OBJECTIVE: DEFOLIANT RECIPE



**Main Objective:** Go to the chemical dump and find the Agent Yellow recipe.



**Mission Details:** Paul Ferenc has a knack for really weird stuff. I'd never heard of "Agent Yellow" but it's supposed to be a military grade defoliant, even worse than the crap they used in 'Nam. APR is sitting on a recipe for this poison, down at the chemical dump. Paul says he has a buyer for that recipe if I can snatch it.

## Tactics

After talking to Paul, head over to the armory and grab a silent weapon (MP-5 or Dart Rifle) and stock up on molotov



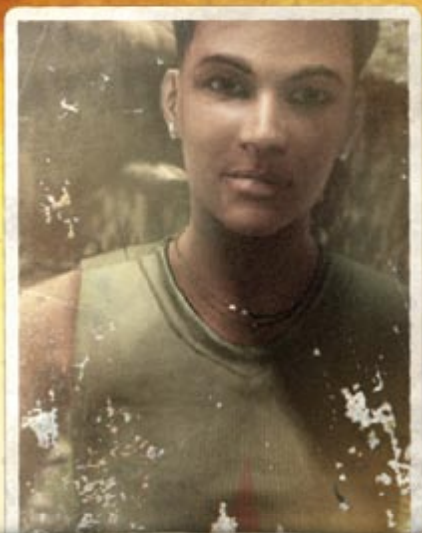
cocktails. On your way into the chemical dump, approach from the south, following the rail lines into the facility. The recipe is in the small structure on the south side, sitting on a table. A few guards patrol this building so deal with them first. Instead of engaging them directly, target the small propane tank on the east side of the structure, near the assault truck. Puncturing this tank triggers a grass fire. To add to it, toss a molotov on the west side of the structure. The blaze surrounding the building should chase off most of the guards—at the very least, it distracts them, making them easy to pick off with your silenced weapon. Rush inside the building's southern doorway via the hole in the fence to the west, grab the recipe, and take off before the guards regroup. Paul will be happy with your effort.

## THE PLANE-WRECK SURVIVOR

In addition to the buddies unlocked at the slaughterhouse, arena, lumber camp, and fishing camp, one buddy can be unlocked in a northern sector canyon, north of Shwasana—the exact location is marked by the red X on the provided map. An aircraft has crashed here and the survivor lies injured on the ground. The identity of the survivor is determined randomly and can be any of the Leboa-Sako buddies that you haven't already unlocked. Interact with this survivor to administer first aid—the syrette is drawn from the survivor's inventory, not yours. Once you've injected the syrette, the survivor becomes your buddy and can be met at Mike's Bar for future quests.







## Flora Guillen's Quests

### Hidden Armory



RANCH HOUSE



TARGET: AMMO PILE

**Main Objective:** Destroy the ammo pile inside the ranch house.



**Mission Details:** Flora Guillen apparently met the only guy left with a conscience. He kept a shitload of guns and ammo at his old ranch, and then the place got occupied during the fighting. If he tries to go back there, he's dead. But he doesn't want his ordnance used by either side. So he wants someone...as in me...to destroy the ammo pile in his place.

### Tactics

Consider grabbing a Dart Rifle or Silent MP=5 from the armory before heading out to the ranch house—you'll probably

need to drop some guards before you can get close to the ammo pile inside the ranch house. Also, bring along an IED. Approach the house from the north, since most the guards are positioned to the south. There may be one or two lone guards patrolling the north side of the house. Pick them off while concealed behind rocks or the high grass, and make



sure their bodies don't fall within sight of their buddies. When the southern security detail is neutralized, creep toward the central walkway between the two wings of the house—the ammo pile is in the eastern wing so turn left. Drop an IED next to the ammo pile and creep out of the house, heading north. Alternatively, you can take out the ammo pile with a grenade, but that doesn't give you much time to get away. When you're near the baobab tree, detonate the IED to set off the ammo pile. Head back to Mike's Bar and tell Flora the task is complete.

### Oh, What a Beautiful Sight



TARGET: MBANTUWE'S DELIVERY TRUCK

**Main Objective:** Attack and destroy the convoy.



**Mission Details:** I heard from Flora that Addi Mbantuwe's got a convoy coming through the northern district today. It's carrying new furniture for his mansion. His people starve in the streets and this guy's buying gold-plated dishes. It's disgusting. Flora suggests destroying the convoy. Can't wait.





## Tactics

Mbantuwe's convoy consists of a big truck escorted by two assault trucks, following a predetermined circular path in the southwest sector. Before



heading out, grab some IEDs from the armory by the bar—this is the preferred method of ambushing convoys. If available, an RPG-7 rocket launcher can be effective too. The convoy doesn't stick to the roads, making it difficult to scout out a good ambush spot. But the truck and its assault truck escorts do travel through the canyon east of the bus station, an ideal choke point for the ambush. Either fill this narrow pass with IEDs or hide out and pick off the truck with an RPG-7. The IEDs are the best choice, allowing you to take out all three vehicles with one press of a button—assuming you've spaced out the explosives appropriately. Whatever your method, the canyon is the place to stage the hit. Once it's completed, head back to Mike's and tell Flora about your success.

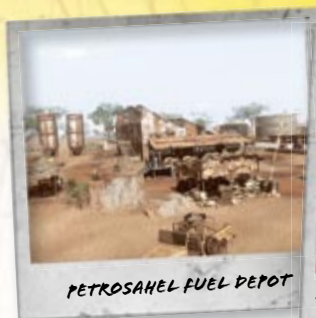
## CAUTION

If Mbantuwe's delivery truck gets stuck or breaks down, the driver and escorts assume a defensive posture in a fixed position. Be careful when attacking during these rare instances. Either target the truck from long range with a rocket or pick off the convoy's personnel before moving in and dropping some IEDs near the truck.



## Josip Idromeno's Quests

## Fuel the Violence



PETROSAHEL FUEL DEPOT



TARGET: LIQUID PROPANE TANK

**Main Objective:** Go the fuel depot and destroy the liquid propane tank.



**Mission Details:** Josip Idromeno says the UFLC crew at the fuel depot is planning to load up a big propane tank onto a car and ignite it at one of the border checkpoints. I gotta head to the fuel depot, find the propane tank, and destroy it.

## Tactics

It's up to you to stop the UFLC's planned attack, which will undoubtedly kill and injure many refugees



gathered at the border checkpoint. The propane tank is a soft target, vulnerable to small-arms fire. Bring along a sniper rifle and approach the fuel depot from the east. Before getting too close, drop the sniper on the northeast storage tank. If you take him out from extreme long range, the report of your rifle won't alert the other guards at the fuel depot. Once the sniper is down, creep west toward the fuel depot along the railroad tracks. The propane tank is in the middle of the facility, on the south side of the railroad's loading platform. It's well concealed from most angles by fencing and structures, but from this angle you can spot it. It takes several rounds to knock out the tank, so rapidly fire until it explodes. The fire caused by the punctured tank will likely draw most of the attention of the guards, allowing you to hit your target and get away before they can respond. But watch and listen for incoming assault trucks and prepare to scoot. Once the task is complete, head back to Mike's and report to Josip.



## The Lemon Beater



MOKUBA



TARGET: CAR SALESMAN

**Main Objective:** Terminate the car salesman at Mokuba.



**Mission Details:** Josip tells me he recently bought a car from a dealer across the border. It was a complete shitbox and he lost his money. Go figure. But now the dealer's entered the country. He's taken refuge at the Mokuba shantytown. Josip wants me to take care of the guy.

### Tactics



This is a simple assassination mission, assuming you know how to approach the target—bring along a sniper rifle. The car salesman is hanging outside a shack on the western outskirts of Mokuba, a significant distance from the center of the shantytown, which holds a large contingent of mercs. To avoid the mercs in the town's center, advance through the western canyon and hold on the outskirts. This puts you close to the target without exposing you to hostile forces or the maze-like layout of the town. The car salesman is all alone next to a shack. Creep in close enough to get a clean shot, then squeeze the trigger. Instead of going for a simple headshot, consider igniting the car salesman by puncturing the small propane tank when he's standing next to it. Once he's down, head back to Mike's and let Josip know the job is complete.



## Quarbani Singh's Quests

### The Prototype



POLICE STATION



OBJECTIVE: PROTOTYPE AMMO

**Main Objective:** Go to the police station garage and steal the prototype ammo.



**Mission Details:** Quarbani Singh heard about some new prototype ammunition the APR's been trying out. Clearly he thinks there's something to it, because he wants me to snatch the latest batch so he can get a look at it. The ammo's being stored at the local police station, in the garage.

### Tactics



This is one instance where an aggressive direct assault is the quickest way to reach the objective. The prototype ammo is

loaded into a briefcase in the back of the police station's garage. Instead of attacking the buildings by the river, hit the garage directly by advancing from the south. Only a few guards stand here, and they're easily dispatched by targeting the small propane tank and yellow explosive barrel. Toss a grenade into the garage before entering to clear out any hostiles hiding inside. Once it's clear, rush to the back of the garage, grab the briefcase, and escape to the south before the rest of the guards can counterattack. Take the briefcase back to Quarbani at Mike's Bar to complete the mission.



## Dreadlock



OASIS

**Main Objective:** Go to the oasis in the southeast and find Quarbani's missing lockbox.



**Mission Details:** Quarbani says he hid a safety lockbox in the desert a while back. The times were tense I suppose. So now he wants me to go get it. One problem: He's forgotten where he's hid it. Says it's at the bottom of a tree, but he's not sure which tree. Unbelievable.

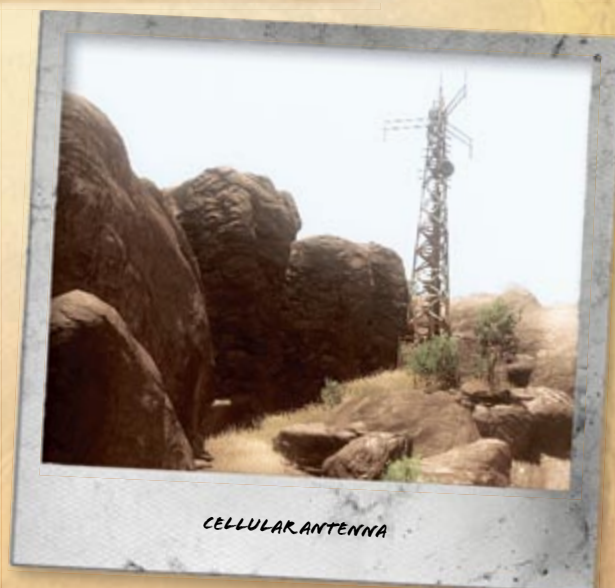
## Tactics



As luck would have it, Quarbani stashed his lockbox at the southeast oasis—the same oasis currently serving as the camp for a group of foreign Spec Ops fighters. Fortunately, you can get in and out without disturbing them or their camp. Approach the oasis from the north, heading directly for the large rock formation—there are no hostile units on this side. Walk along the base of the northern rock until you spot a green shrub concealing a small, cave-like entrance. Step into this narrow passage to retrieve the lockbox and a small box of ammo. Don't continue through this passage; it exits into the center of the oasis. Instead, back out the way you entered and return to Mike's Bar to surprise Quarbani with your discovery.

## ASSASSINATION MISSIONS

The six assassination missions in Leboa-Sako are available after the *Delivery* mission. To begin one, interact with one of the four cellular antennas in the district to receive an anonymous phone call requesting a hit on a specific target—the location of the target appears on your in-game map. Completing assassination missions nets you diamonds (10 per mission) but does not increase your reputation. These missions are assigned randomly, in no particular order, so you can get any of the following six missions from any of the cellular antennas. Here's a quick rundown of the targets and the best way to deal with them.





CELLULAR ANTENNA



## Assassination Mission Map



### Legend

-  Cellular Antenna
-  Target

## Mokuba Target



TARGET

## Tactics



Of all the assassination targets, this one is the toughest to reach. He hangs out in an open-air pen, between three shacks

on the west side of the road running through Mokuba. The shantytown is crawling with guards, and the target is well concealed by the surrounding structures. So you'll need to attack at close range. Sneak into the town from the north or west and do your best to avoid the guards—if you're spotted, a huge firefight breaks out and the target flees to a new location somewhere in Mokuba. Even if you reach the target unnoticed, he'll draw his pistol and open fire as soon as he sees you, alerting the nearby guards. Hack him with your machete or shoot him with a silent weapon before he can pull his trigger. Once he's dead, get out of Mokuba as quickly as possible.

## Pala Target (South)



TARGET

## Tactics



The cease-fire in Pala makes this guy easy to take out. He hides in the alley on the church's southwest side. Sneak into the alley

from the south through a hole in the southern fence. Rush the target with your machete and cut him down. If the first blow isn't fatal, be sure to stab him while he's on the ground to complete the task. As long as none of the faction troops in the streets see or hear you kill the target, no alert will be raised.



## Convoy Target



### Tactics

This target travels around in a convoy, circling the airfield in the southern sector. The target is in the center of the convoy, driving the SUV. He's accompanied by two bodyguards and two assault trucks, one leading the convoy and the other bringing up the rear. The off-road nature of the convoy's route makes it difficult to find an adequate ambush point, but the convoy does cross the small stream north of the airfield on every circuit. Hide along the stream and wait for the convoy to approach. During the first pass, make a note of where the convoy crosses the stream, then drop a few IEDs at the crossing point. When the convoy makes its second lap, detonate the IEDs as the SUV crosses the stream to kill your target and his bodyguards. The explosion may or may not destroy the assault trucks, so be careful when making your escape.



## Airfield Target



### Tactics



This target is in the large hangar at the airfield. Thanks to the large hangar doors on the north and south sides, you can

engage this target from long range, avoiding guards patrolling the airfield. For best results, approach from the south side of the airfield and pick off the target with a sniper rifle. After firing the fatal shot, watch the sniper on the tower to the east. If he goes on alert, take him out too.

## Shwasana Target



### Tactics

Infiltrating Shwasana is always difficult. Fortunately, you can take this guy out from long range. He's



standing outside a light blue shack at the center of the fishing village. Sneak through the jungle on the southern side of the village. From this spot you can see and engage the target with a sniper rifle. He may pace between the south and west sides of the shack—wait until he's standing on the southern side before taking the shot. The report of the rifle (or the sight of the target's body) might alert the guards in the village, but as long as you stay in the jungle (and refrain from firing more rounds) you can slip away without fear of retaliation.



## Pala Target (North)



## Tactics

As with the other Pala target, the town's cease-fire makes it easy to eliminate this guy—as long as you do it silently.

He's hanging out in the alley on the northeast side of the hotel. Before striking, make sure no mercs are patrolling the adjoining streets to the north and south—if they see you make the hit, they'll open fire. Once it's clear, walk up to the target and strike him down with your machete. Calmly leave the alley and disappear.



None of the buddy quests, assassination missions, or convoy missions can be taken while a critical path mission is active.

## NOTE

## CONVOY MISSIONS



Convoy missions are assigned at weapon shops and are first available following the *Delivery* mission. Inside one of the five weapon shops the arms dealer asks you to ambush a rival dealer's shipment of weapons. Such convoys consist of a big truck (your target) escorted by two assault trucks. Upon completion of the mission, the dealer promises to stock new weapons for you—which you'll still have to purchase. There are four convoy missions in Leboa-Sako, each unlocking a set of three new weapons, available at every weapon shop. Like assassination missions, the four convoy missions are assigned randomly, but this has no impact on the order in which the weapons are unlocked. The first convoy mission you complete unlocks the first set, the second mission unlocks the second set, and so on. Use the map and advice below to set up your ambushes.

## Leboa-Sako Weapon Unlocks

Convoy 1 Set	Convoy 2 Set	Convoy 3 Set	Convoy 4 Set
Star .45	AK-47	SPAS-12	Dragunov SVD
Flare Pistol	MAC-10	Silent MP-5	RPG-7
Silent Makarov 6P9	PKM	LPO-50 Flamethrower	Dart Rifle

## Convoy Mission Map



### Legend

- Weapon Shop
- Convoy Route
- Target/Ambush Site



Consider completing the convoy missions early on to gain access to vital hardware like the Silent MP-5, Dragunov SVD, RPG-7, and Dart Rifle. These weapons can make the critical path missions significantly easier.

## North Convoy



Hit this convoy in or around the downward slope of the western canyon. Toss some IEDs along the road, then hide among the rocks and high grass to the west. When the big truck rolls over one of your IEDs, set off the explosives to complete the mission. The sound of the explosion may alert troops at the guard post to the northeast, so be ready to hide, run, or fight if they approach.

## Southwest Convoy



The southwest convoy doesn't stick to roads, making it difficult to predict its movement through the desert. However, the convoy does pass the bus station twice during each circuit. If the convoy is heading east, drop some IEDs on the north side of the bus station. If the convoy is heading west, place your explosives to the south. Hide in the bus station or among the buses and detonate your explosives as the convoy passes.

## Northwest Convoy



The isolated stretch of road running alongside the train tracks is the best place to ambush this convoy. Drop three IEDs along the road, spacing them to accommodate the length of the entire convoy. Hide among the high grass and rocks along the hill to the east and wait for the convoy to approach from the south. Once the vehicles roll within the danger zone, trigger the IEDs. If the spacing was just right, you can eliminate all three vehicles with one press of a button.

## East Convoy



This convoy conveniently passes the eastern weapon shop. Simply drop a few IEDs near the weapon shop crossroads, then hide in the jungle and wait for the convoy to approach. When the big truck drives over one of your IEDs, set off the explosives to annihilate the convoy. If any more convoy missions are available, you can walk over to the weapon shop and get the briefing for your next hit.

The weapon unlocks are the only reward for convoy missions. No diamonds are earned and your reputation does not increase.

**NOTE**



# UNDERGROUND MISSIONS

## Underground Mission Map





UNDERGROUND HQ



FATHER MALIYA

### Legend

-  Underground HQ (Church)
-  Underground Cell/Objective



If you're running low on malaria medication, check in with Father Maliya at the church in Pala. He asks you to deliver some travel documents to one of the four underground cell locations in Leboa-Sako. When you arrive at the cell location, it is under attack by faction troops. You must defeat the enemy troops before entering. Once it's clear, head inside and hand over the travel documents to one of the refugees to complete

the mission and receive a new bottle of malaria medication. The cell locations function similarly to safe houses and can be entered at any time, even if there are no underground members present. Interacting with the cot inside a cell location allows you to save your game and advance time.

**TIP** Unlike the other side missions, underground missions can be taken concurrently with other missions. So as soon as an underground mission becomes available at the church, take it. Then whenever you're in the area of the designated cell location, clear out the bad guys and hand over the travel documents. There is no time limit for completing the underground mission, so don't worry about rushing to the cell location. Simply wait until you're in the neighborhood to fulfill the objective.



## JACKAL TAPES



### Legend

-  Mike's Bar
-  Tape



JACKAL TAPE DESIGNER NOTE:  
SNAPSHOT TREATMENT

In addition to the Jackal tape (*Infamy*) Reuben gives you in Mike's Bar during the *Delivery* mission, eight others are spread throughout Leboa-Sako. These tapes are never well hidden, like some of the diamond briefcases; they're always sitting next to or on top of a larger object. In most cases, they're next to a wrecked vehicle. Use the provided map to zero in on the general area, then look for nearby wrecks or other large objects to find the tape. The tapes are all numbered and contain a specific topic discussed by Reuben and the Jackal. The tapes are gathered in the same order regardless of where you pick them up. For example, the first tape you grab is *Smuggling*, followed by *Circulation*, *Economics*, and so on. Here's a list of the tapes available in Leboa-Sako:





### 0 Infamy

Recorded 17/09/2008: A true monster? The Jackal revealed his dark side. "To break a man's will...you have to break his mind."



### 1 Smuggling

Recorded 2/10/2008: One of my final recordings with the Jackal. Dark revealing insight into UFL's Mbanuwe—a heartless man.



### 2 Circulation

Recorded 20/09/2008: Taking advantage of cease-fires, the Jackal circulates old weapons to fresh contacts elsewhere.



### 3 Economics

Recorded 24/09/2008: No moral code. Jackal equates illegal arms with portable radios. Everything reduced to economics.



### 4 Home

Recorded 17/09/2008: Jackal blames Africans for their misery. Doesn't care. Accepts no responsibility.



### 5 Rat-Catcher

Recorded 24/09/2008: Jackal recounts story of man sinking to insanity. Madness. Horror.



### 6 Career Counseling

Recorded 20/09/2008: Explains how he became arms dealer.



### 7 Stability

Recorded 2/10/2008: No ideology in Jackal's arms trade. Sells weapons for maximum profit.



### 8 The Humanist

Recorded 17/09/2008: Jackal believes his choices are circumstance. Could anyone be an arms dealer?



Once you've retrieved a tape, return it to Reuben during your next visit to Mike's Bar. If you return all the tapes to Reuben you'll earn the *Investigative Reporter* achievement/trophy.

Looking for diamonds? See the map compendium at the back of the guide for all the diamond briefcase locations in Leboa-Sako.

**NOTE**



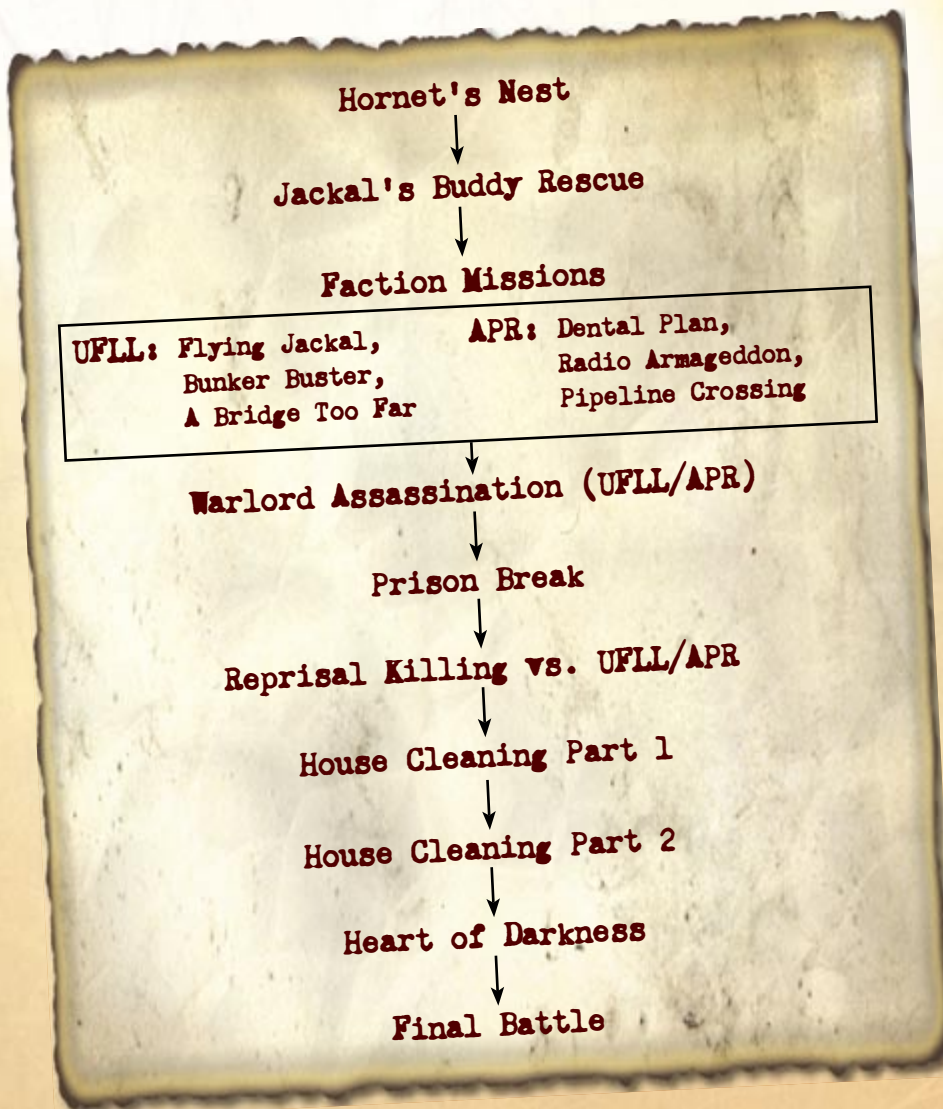


# BOWA-SEKO MISSION INDEX

Gakumba and Kouassi are both dead. Now what? The future is uncertain as you drive south into Bowa-Seko. Despite the shake-up in the north, the factions are still alive and well. Perhaps you can find more work with the UFL and APR? The losing faction seems more than willing to work with you. But considering what went down in Leboa-Sako, they're probably just desperate...

## CRITICAL PATH PROGRESSION

*Hornet's Nest* and *Jack's Buddy Rescue* are the first two required missions in Bowa-Seko. After that you're free to take on the faction and side missions. As in Leboa-Sako, the faction missions do not have to be completed in any order, but all six must be cleared before the next series of missions, beginning with *Warlord Assassination*, can be initiated.





# DISTRICT MAP



## Legend

- |                |                  |
|----------------|------------------|
| UFLH HQ        | Cellular Antenna |
| APR HQ         | Weapon Shop      |
| Underground HQ | Bus Station      |
| Mike's Bar     | Guard Post       |
| Safe House     | Underground Cell |



## ACT II: WORLD 2 PRIMER

The opening two missions (*Hornet's Nest* and *Jack's Buddy Rescue*) in Bowa-Seko begin directly after *Reprisal Killing*. These two missions must be completed sequentially before you take on the UFL, APR, or side missions in World 2. The intent of these missions is to introduce you to Bowa-Seko and a few of the district's main characters, including a couple of new buddies.

### HORNET'S NEST

#### Mission Map



#### Legend

Mission Start

Bus Station

Main Objective

#### The Road to Sefapane

**Main Objective:** Meet the losing faction's captain at Sefapane.



**Mission Details:** I did my part; the winning faction's commander is dead. The losing faction's captain (Greaves or Voorhees) told me to meet him at the faction's command post in Sefapane. The town's split down the middle between the factions, so I'll have to be careful where I tread.



Driving through the checkpoint in Leboa-Sako causes Bowa-Seko to load. The southern district area is just as big as

Leboa-Sako but features different locations. Browse through the in-game map to get your bearings. The objective marker has moved to the town of Sefapane. This is where you'll rendezvous with the losing faction's captain (Voorhees or Greaves) and get your next mission. So stay on the dirt road leading south. There's a weapon shop on the west side of the road along the way. Consider stopping here to stock up on ammo or swap out weapons in the armory. This is also a good spot to save your game. The road leading to Sefapane is blocked by a guard post. Either sneak around it or wipe out the guards and raid their ammo pile.

Look for a couple of diamond briefcases in the central desert sector on your way to Sefapane. One



is on the roof of this damaged structure on the east side of the road, near the buggy. The other lies at the end of the train tracks to the southeast.





From the guard post, head east until you reach Sefapane. Like Pala, this small town is under a cease-fire—

so don't open fire on anyone. The red restricted zone on your map is off-limits to outsiders such as yourself. If you move into this zone (in an attempt to raid the diamond briefcase) you will be shot. The losing faction's command post is near the center of town. If necessary, use the surrounding ammo, explosive, and fuel piles to stock up on gear. At the command post, enter and interact with the guard standing in front of the door—you can hear Greaves or Voorhees talking on the other side.

## Mission Briefing

**Main Objective:** Meet the barge's skipper at Sehlakalase island in Lake Segolo.



**Mission Details:** The fall of Leboa-Sako brought a cease-fire in the south. The losing faction's captain resents his boss negotiating a new status quo instead of fighting. He's secretly hired me to go to the island in Lake Segolo and bring the Jackal's arms barge into Port Selao. This will make it look like the winning faction is double-dealing and force the losing faction to rally.

Depending on which faction lost in Leboa-Sako, you meet either Hector Voorhees (UFL) or Nicholas Greaves



(APR) in this small office. Your actions in the northern district have brought an unusual calm to the country. The captain fears the warlords (Tambossa and Mbantuwe) may be joining forces. If that happens, independent contractors like Greaves, Voorhees, and yourself will be out of a job, and perhaps hunted down and killed. In an effort to stir up tensions between the UFL and APR, the captain has a plan. He wants you to go to the island in Lake Segolo where the Jackal has a large cache of weapons. The captain has arranged to sail those weapons into Port Selao under the opposing faction's flag. This should be enough to reignite the conflict. The weapons are already loaded onto a barge and ready to move out. The captain wants you to meet the barge's skipper at the Jackal's island to the south and watch over the shipment of weapons during the voyage. You're paid 20 diamonds in advance for taking this job.

## Logistics

You don't need any special equipment for this mission. All the weapons you need can be found aboard the



barge. The quickest way to the Jackal's island is by boat, but you're far from the lake, so drive to the bus station north of Sefapane and take a bus to Port Selao—it's the station on the north side of the lake. Walk south of the Port Selao bus station to board a swamp boat. Pilot the boat southeast and enter the narrow cove where the barge is waiting.



Before leaving Port Selao, enter the red shipping container south of the bus station to locate a diamond briefcase—it's behind a barrel. Knock over the barrel and open the case to retrieve the diamonds.



When you reach the barge, dock your swamp boat on the western side of the cove and climb aboard. Climb the steps toward the barge's wheelhouse and pick up the Carl G rocket launcher. This weapon will be very useful when defending the barge. There are also small explosive pickups and a small siren kit in the lower cabin.

Once you're stocked up, enter the wheelhouse and speak with the skipper. Here you'll meet either Hakim Echebbi,



Andre Hyppolite, or Xianyong Bai. After this mission, he automatically becomes your best buddy. He informs you that the barge is ready to move out, but he knows the cargo is likely to draw some attention, so be ready for an attack.



Once you reach Port Selao the skipper wants you to track down Dr. Obua at the clinic and warn him of the increasing hostilities. In the meantime, get down on the deck and fend off any attackers. Use the save box in here before exiting the wheelhouse. The fight ahead is tough and you may need to play it a few times.

## Execution

**Main Objective:** Defend the barge until you dock at Port Selao. If the barge breaks down, repair the engine.



**Mission Details:** The skipper took the job of piloting the barge full of the Jackal's guns into Port Selao. I'm riding shotgun, so I'll stay out on deck to engage any gunboats. If that doesn't provoke the losing faction, I don't know what will.



After talking to the skipper, move to the main deck and man the mounted weapon on the bow. The barge is armed with three MK-19 grenade launchers positioned on the bow, starboard, and port sides. Simply hold down the trigger to launch a salvo of grenades at your targets. As the barge moves out, watch for enemy troops appearing on strips of land flanking the cove. Lob a few grenades at these assault rifle-toting hostiles to finish them off quickly. One of the biggest threats during your journey to Port Selao is enemy swamp boats. Hide among the crates to avoid getting peppered by their machineguns. Then when they're moving away from the barge, man one of the MK-19 grenade launchers and sink them—all it takes is one hit.

## TIP

Don't forget to try out your Carl G rocket launcher. This fires a wire-guided anti-tank



missile, easily capable of knocking out a swamp boat. Zoom in on the boat's engine and launch a missile. Even after it's launched you can guide the missile to your target, a system ideal for taking out these fast-moving swamp boats. For best results, target the boat's engine and fan, as these present the largest targets. The rocket launcher has limited ammo, but using it allows you to take cover on the boat's deck. Operating the MK-19s leaves you out in the open, vulnerable to all incoming fire. Just be careful not to take cover near the ammo pile. If it's destroyed when you're nearby, you'll need to restart this phase of the mission from your last save point.



Don't get too distracted by the swamp boats. Continue watching for enemy units positioned along the pieces of land

the barge passes by. One is armed with a mortar. He'll first hit the barge with a smoke shell before hammering it with explosives. Locate this guy on the left side of the boat and take him out with one of the grenade launchers.

If the barge sustains too much damage (usually from incoming mortar rounds) it comes to a halt



in the middle of the lake. Get the barge moving again by repairing its engine, located on the main deck just below the wheelhouse. You're extremely vulnerable to attack while kneeling over the engine with your wrench, so do your best to clear out all nearby hostiles before interacting with the engine. Once fixed, the barge resumes its journey to Port Selao. Once you reach the port and have eliminated all hostile forces, you're free to disembark and find Dr. Obua.





## Port Selao



PORT SELAO



DR. OBUA

**Main Objective:** Go to the clinic and talk to Dr. Obua.



**Mission Details:** Now that the barge is docked, the skipper needs me to run ahead to the clinic in Port Selao. I have to warn some civilian doctor named Obua that the cease-fire is about to come unstuck.



Hop off the barge at the port and move north toward the bus station. Inside the nearby structure you can find

some ammo and health supplies. Borrow the SUV parked outside the bus station and drive north into the city. Currently Port Selao is under cease-fire, just like Sefapane. But once word gets out about the recent docking of the Jackal's barge, things will get hairy fast. Park the SUV on one of the southern streets—just remember where you parked it. The doctor's clinic is marked on your in-game map. While walking there, look for small ammo boxes along the way. Try to max out your ammo before entering the clinic—you'll need all the bullets you can carry to escape the city later.

Dr. Obua is inside the clinic. Approach him to strike up a conversation; he can see you have malaria. As he speaks,



gunfire and explosions can be heard breaking out all across the city—looks like the plan worked. Obua tells you he has no medicine now but asks you to come back later, when the city is calm. At that point he can put you in contact with people who may be able to help you. After talking with the doctor, save your game at the box outside his office.

After talking with the doctor, move out into the main lobby. A man here tells you to escape through the clinic's back door—this



may be Hakim Echebbi, Andre Hyppolite, or Xianyong Bai. There's heavy fighting in the street by the clinic's front entrance. You're better off sneaking out through the back. The man you meet here becomes your second best buddy once the mission is complete. Stock up on syrettes in the nearby room, then rush out the clinic's back door.

**Main Objective:** Escape Port Selao



**Mission Details:** That didn't take long.

By the time I finished talking to Dr. Obua, fighting between the militia broke out over the big boatload of guns that mysteriously appeared down in the docks... I nearly walked straight into it, but some other foreigner at the clinic decided I deserved a warning.

The alley behind the clinic is full of junk, but there are no hostiles here yet. Move to the western side of the alley and



monitor the fighting in the street ahead. The fighting in the east-west street outside the clinic is intense. When there's a lull, rush across the street in an attempt to avoid getting caught in the cross-fire. Once beyond the main street in front of the clinic, carefully zigzag your way through the city's streets and alleyways, retracing your steps to the SUV you parked earlier. Be ready to engage more hostiles as you move south, but don't bother stopping. Keep moving south!



Locate your SUV, hop inside, and immediately drive south. Two roads lead south out of the city. Take the one to the

east. This leads back to the docks and bus station where you arrived earlier. Follow the road to the docks and keep moving south until the *Mission Completed* notification appears at the top of the screen. But you won't have long to catch your breath...



## JACKAL'S BUDDY RESCUE

### Mission Map



#### Legend

Mission Start

Weapon Shop

Main Objective

### Mission Briefing

**Main Objective:** Rendezvous with the barge's skipper and eliminate the attackers.



**Mission Details:** Got a frantic call from the barge's skipper. Someone was sharp enough to track the barge after all the cargo was off-loaded, and now they've chased it across Lake Segolo. If either side figures out what we pulled, things could get bad. I better intercept them and make sure no one talks.

As soon as you complete *Hornet's Nest*, you get a call from the barge's skipper. The barge is under attack by gunboats and he needs your help to fend off the attackers. He's heading to the south side of the lake. Meet him there.



### Logistics



If you drove straight to the docks from the city, you're all ready to make your move to the lake's south side. Climb aboard the swamp boat waiting at the dock and head southeast, careful to maneuver around the large island in the center of the lake. While piloting the boat south, you get another call from the skipper. He's caught in a cross-fire and the barge is disabled at the marina on the lake's southeastern edge. The marina is in an isolated inlet. Pass beneath this bridge to quickly reach the barge, located just beyond the picturesque waterfall.

### Execution



Enemy troops have swarmed the barge, attacking from the marina—some have even boarded the barge and are taking

aim at the wheelhouse. Approach the back of the barge and gun down any visible hostiles on board. By attacking from this direction you can catch the hostiles off guard and sneak aboard before they even know you're around.





Dock the swamp boat at the back of the barge and hop on board. The barge offers the most protection in this fight, so avoid setting ashore to the east or west. Crouch and peek around the barge's superstructure, gunning down any opposition you encounter. The low walls on the back of the barge's lower deck provide excellent cover, preventing you from getting flanked by attackers on the shore.



Once you've eliminated the attacking force, move up to the wheelhouse and speak with the skipper. Needless to say, he's grateful for your help. Both the APR and UFL were involved in the attack on the barge, but now that they're all dead, they won't be able to reveal the details of the plan. The skipper has no intention of fixing up the barge—he'll have to find a new line of work. The skipper is now your best buddy, helping you subvert the UFL and APR missions. Once your conversation is over, the mission is complete. You're now free to take on any available mission in Bowa-Seko, including the faction missions available in Port Selao. Before leaving the marina, explore the area for supplies. Mike's Bar can't be entered yet, but the nearby weapon shop and armory are open for business. Stock up on ammo at the armory and then step inside the weapon shop to save your game.



Once the barge is clear of the threats, focus your attention on the landlubbers. Use the barge's side walls for cover while engaging the enemies to the north and south. Take out these troops before worrying about the enemies gathered around Mike's Bar to the west. If you run out of ammo, grab a weapon off one of your earlier victims—there's a good chance of picking up a PKM. Don't use the mounted MK-19 grenade launchers on the barge's perimeter unless you're completely out of options. Operating these weapons leaves you without any cover, giving your enemies an easy target. Instead, crouch and use the various objects on the barge's deck for cover while exchanging fire. Keep dropping enemies until you get the *Objective Updated* notification.

**Main Objective:** Go talk to the skipper on the stranded barge.



**Mission Details:** The skipper sailed straight into a cross-fire trying to find somewhere to ditch the barge. I neutralized the forces firing from the old marina in the inlet. Now I better go have a chat with my new pal and make sure everything is okay.





## ACT II: UFLM MISSIONS

These missions are available at the UFLM HQ in Port Selao immediately following the completion of *Jack's Buddy Rescue*. Like the UFLM missions in Leboa-Sako, they do not have to be completed back to back. So feel free to shop around for other jobs in Bowa-Seko either before or during this set of missions.

### FLYING JACKAL

#### Mission Map



#### Legend

- UFLM HQ
- Main Objective
- Buddy Objective
- Safe House

#### UFLM Briefing



Head to the UFLM HQ in Port Selao to get this briefing. Hector Voorhees and the UFLM's big man himself, Addi Mbantuwe, await upstairs to fill you in on the details. Voorhees explains that the country's malaria situation is out of control, but the APR has access to a remedy. It's based around drying the plant artemisia in a kiln. The plant is then reduced to a powder used to treat malaria. The APR has begun production on this medicine at the Dogon village to the north. Voorhees and Mbantuwe want you to infiltrate the village and destroy the kiln that is so critical to the APR's operation. Sure, nobody gets malaria medication then, but Mbantuwe's aim is to cause distrust within Tambossa's ranks. Take the folder from Voorhees to accept the mission and receive 30 diamonds in advance payment.

#### Base Mission

**Main Objective:** Destroy the kiln at the Dogon village.

**Mission Details:** The UFLM wants to destroy the APR's source of malaria remedy. My job is to reach the top of the Dogon cliff-village and demolish the big kiln they use to dry the artemisia plant into medicine powder.



crawling with troops. The malaria medication produced here is a huge political and financial asset, so it's no wonder the place is so well defended. The rooftop sniper at the center of the village is actually armed with a mortar—this is your first target. If this guy survives, he'll pummel you with explosive rounds if you're spotted while moving through the village. So it's vital he's eliminated before you even step near the village. The other defenders are mostly foreign fighters or militia armed primarily with assault rifles and shotguns.

## Execution



Equip your sniper rifle and zoom in on the guy with the mortar. He's on a rooftop with a distinct downspout sticking out the eastern side. Aim just above the downspout to locate him—he's crouching behind his mortar. He's not an easy target at this range, so take your time and monitor his movements. He may stand up occasionally, but he remains in a crouched stance for the most part. Place your crosshairs over his head and gently squeeze the trigger for the quick kill. After firing the shot downrange, continue watching the rooftop for movement. If you missed, the guy will be freaking out. Quickly finish him off with a follow-up round. If you don't see anything after several seconds, you made the hit and significantly reduced the village's defenses.



Depending on your success in taking out the mortar operator, the rest of the guards may be scurrying about the village

seeking cover or completely unaware of your presence. In any case, maintain your position on the eastern hill and pick off as many hostile units as possible. Thinning out the resistance from long range makes it much easier to infiltrate the village later on, helping ensure a safe path to the kiln. Watch for propane tanks and explosive barrels too. Targeting these objects can trigger grass fires, helping draw hiding troops out of cover.



On paper, this sounds like a simple sabotage mission. But there's no easy way to sneak into the Dogon village, making this one of the more challenging missions you've faced—and the subverted mission doesn't make this task any easier. However, if you follow the steps provided, you can minimize the risk involved in reaching the kiln.

## Logistics

The Dogon village is north of Port Selao, not far from Sefapane. Exit the city to the north and board the swamp boat



at the riverbank. Pilot the boat north toward the village. If you don't have a sniper rifle, consider stopping at a weapon shop or safe house along the way to equip yourself. The closest weapon shop is the one west of Sefapane, but if you have a sniper rifle stored in a primary weapon crate, there's a safe house southeast of the village. The kiln itself is very fragile and surrounded by compressed gas tanks, so explosives aren't necessary. Consider rounding out your arsenal with a MAC-10 or Uzi—you may need an automatic weapon if things turn sour.

## Recon Report



Approach the village from the south and creep north along the dirt road. Climb the hill just east of the village to scout the location. The kiln is at the top of the western cliffs, at the back of the village. To reach it you must infiltrate the village and climb up to its location—not an easy task considering the opposition. Like any APR installation, the Dogon village is





Hold on the eastern hill until all movement ceases within the village. That doesn't mean it's clear, however.

Cautiously enter the village and grab an assault rifle off one of your victims. Consult your map frequently while moving through this maze of mud-brick structures. Stay on the south side of the canyon and look for steps leading up to the western cliffs. If you encounter hostiles along the way, avoid shooting them, as this will only draw more enemies to your position. Instead, simply sneak past them or take them out silently with your machete. If you must shoot, move out quickly after each shot to prevent getting pinned down in one location.



When you reach the shadowy overhanging cliffs, you're close to the kiln. Most of the guards are positioned in the lower village, but still proceed with caution as you enter this area. The kiln is located in a narrow open-air alcove at the back of the cliff dwellings. The gas-powered kiln is fed by four tanks lining its sides. Stand back and take aim at one of the tanks. Pumping a few rounds into a tank provides the explosive result necessary to destroy the kiln. This completes the mission. Either head east, back through the village, or use the paraglider to the north to make your exit.



A diamond briefcase lies on a rooftop in the middle of the village, identifiable by the large first aid kit hanging

on the structure's northern wall. Approach from the west, hopping across the wooden awning and adjacent rooftops to reach this case.



## Subverted Mission

If you really want to hit the APR hard, consider taking on this subverted mission—and it isn't that much more involved than the base mission. Before taking out the kiln you must assassinate an APR driver responsible for transporting the medicine. This will allow your buddy to locate the artemisia storehouse and destroy it. Of course, your help will be needed.

## Buddy Briefing



Your buddy calls shortly after you receive the base mission briefing at the UFLH HQ in Port Selao and asks to meet

you at the safe house on the Dogon River delta to the north. Take a swamp boat from Port Selao to the safe house. Dock the boat just south of the safe house and hike north to meet your buddy, who wants you to assassinate a truck driver at the outpost to the northeast. Your target is responsible for distributing the APR's malaria medication. When he's dead, your buddy can read his orders and uncover the hiding spot for the artemisia. Once the APR's stockpile of artemisia is revealed, your buddy intends to destroy it. Eliminating the APR's kiln and the artemisia is sure to deliver a solid knock-out punch to their pharmaceutical business.

## Outpost



**Buddy Objective:** Eliminate the APR truck driver at the outpost.



**Mission Details:** My buddy wants me to take this mission a step further. If I get rid of the driver who transports the processed powder, we can find out where the APR has their storehouse for this stuff.





Drive the assault truck parked at the safe house toward the outpost to the northeast—don't take the swamp boat along the river. Keep your distance from the outpost on the way in to avoid alerting the guards inside. Drive to the north side of the mission area, park your truck, and hike in. Several APR troops patrol this small village, but the biggest threat is a sniper posted in a tower near the river. This guy has the chance to blow the element of surprise, so approach from the northeast, using the large rock formation to mask your movements. The truck driver's hut is on the east side. If you're careful (and properly equipped), you can eliminate the sniper and the teamster without alerting the rest of the guards.



Crouch in the tall grass and peek around the rock formation to spot the sniper in the tower. If you have the Dart Rifle, use it to

take him out silently. But wait until the sniper is looking away from your position before taking the shot. If you miss, he may see you, triggering a full-scale firefight. Once the sniper is down, the truck driver's hut is only a few paces away.

The truck driver's hut is surrounded by a low wall that can't be jumped. This requires you to creep around the wall to access



one of the hut's two entrances. Watch out (and listen) for nearby patrols while moving around the hut. Enter with your machete (or any other silent weapon) at the ready. The truck driver is armed with a pistol and will open fire if you hesitate. Strike him down with one machete slash to complete your objective. Your buddy calls soon after the driver is dead and reports that the plan is on. Sneak out of the hut and escape to the east. If you're spotted leaving the hut, don't stand and fight. Instead, run east and use a molotov cocktail to start a grass fire to halt your pursuers.



Look for this wrecked car on the northwest edge of the outpost. The trunk holds a diamond briefcase.

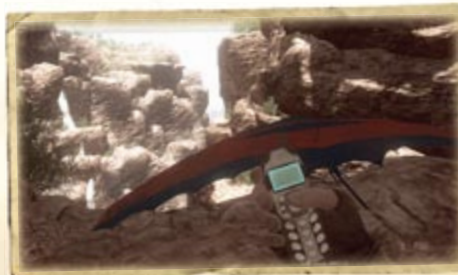


## Dogon Village

**Buddy Objective:** Destroy the kiln at the Dogon village.



**Mission Details:** I took out the APR's driver. Now my buddy can go through the driver's papers and figure out where the storehouse is while I go destroy those kilns.



Killing the driver at the outpost has no impact on this objective. Follow the same tactics described in the base mission,

sniping the village's guards and mortar operator from the eastern hill. Once you've cleared out most of the guards, head for the kiln, using an assault rifle or shotgun to clear a path through the village. Once you've destroyed the kiln, head north and locate this paratrooper. This is the quickest way to exit the village and join your buddy at the APR storehouse to the east.

## Buddy Wager

**Buddy Objective:** Back up your buddy at the APR storehouse.



**Mission Details:** The kiln is toast. That takes care of the job for the UFL. But now I have to rendezvous with my buddy, who used the confusion from my attack to infiltrate that secret storehouse...a risky move, but one that could really hit the APR hard.



From the village, fly the paratrooper east, toward the Dogon ruins where your buddy found the APR stash of artemisia. The

paratrooper won't be able to reach the ruins, but it will get you a good head start. Plus it's much faster than backtracking through the village.



By the time you reach the ruins, a fire fight has broken out—looks like your buddy's in trouble. Attack the ruins from the west and take the APR troops by surprise. But watch your fire and be sure not to hit your buddy. If your buddy is down, move to his position and defend him until the *Mission Completed* banner appears at the top of the screen. At that point you can use a syrette to heal your buddy and head out for your next mission.

## BUDDY RESCUE: SEDIKO



Before taking on your next mission for the UFL, you may need to perform a rescue mission. The doorman at the UFL HQ provides this mission requiring you to go to the village of Sediko and rescue a foreigner—alternatively, you can go to Sediko and free the captive on your own without the doorman briefing. This is much like the buddy rescue missions performed in Leboa-Sako. Either sneak in or eliminate all the guards to access the building where the foreigner is held. The foreigner then becomes one of your buddies. The buddy that shows up here is random and could be one of the following: Andre Hyppolite, Hakim Echebbi, Frank Bilders, Xianyong Bai, or Nasreen Davar.

## BUNKER BUSTER

### Mission Map



#### Legend

- UFL HQ
- Main Objective
- Buddy Objective
- Safe House
- Bus Station

### UFL Briefing



Go to the UFL HQ in Port Selao to get the latest from Hector Voorhees and Addi Mbutuwe. Despite your efforts,

the balance of power is shifting in favor of the APR, and Mbutuwe is eager to stop it. The APR has hired a shop instructor at the Polytechnic to show them how to construct improvised explosives. The instructor's name is Seth Uniya. The UFL has tried to intimidate him into leaving the country, but that hasn't worked. He's still at the Polytechnic working for the APR. That leaves one option. Mbutuwe and Voorhees want you to take out the shop instructor, paying you 30 diamonds in advance for taking the job.

### Base Mission

**Main Objective:** Go to the Polytechnic and kill Seth Uniya in his office.



**Mission Details:** Seth Uniya, a former shop teacher at the Polytechnic, is training the APR in bomb assembly and disposal. This could give the APR a significant advantage with their supply lines. I've been hired by the UFL to terminate the instructor.



This is a very simple and straightforward assassination mission. Go to the Polytechnic to the northeast and take out Uniya. The subverted mission doesn't drastically change this objective and requires much more running around before and after the assassination.



## Logistics

The Polytechnic is northeast of Port Selao, making the river the quickest route to the target area. Board the swamp boat on the north side of town and pilot it northeast. You'll pass a weapon shop and safe house along the way to the Polytechnic, providing a great opportunity to stock up on ammo and weapons, and to save your game. For this infiltration, stealth is preferable, so consider bringing along a Silent MP-5. Once you're geared up, continue to the Polytechnic, docking your swamp boat on the riverbank south of the facility.



## Recon Report



Not long ago, the Polytechnic was one of the country's most promising institutions. Now it's completely abandoned, except for the APR thugs milling about. Most of the facility's defenses and patrols are centered around the main entrance to the east, leaving the west side relatively open. This allows you to sneak up from the river and infiltrate the rear of the facility, using the rocks and high grass for concealment. Uniya's office is in the northwest corner and is usually guarded by a couple of APR troops. However, if you can cause a distraction, it may be enough to make those guards leave their post, allowing you to get to Uniya without a fight.

## Execution



Before heading for the instructor's office, locate the yellow explosive barrel on the facility's southwest corner—it's lying on its side. Keep your distance and use your Silent MP-5 to pump a few rounds into this barrel to ignite it. Once it explodes, the barrel shoots off into the central courtyard and sets off a large grass fire. But don't stand around and watch the flames—make a move for Uniya's office now before the guards arrive to investigate the fire.

Crouch and creep through the high grass on the west side of the facility while the guards scramble to check out the fire. The



fire creates the perfect distraction, allowing you to slip into Uniya's office unnoticed. The instructor is sitting at his desk but stands up with arms raised as you enter the room—keep your weapon trained on him to prevent him from drawing his pistol. Fire a quick burst into his head to complete your objective. Escape the office the same way you entered, using the high grass to the west for concealment while making your way back to your swamp boat at the river. Head back to Port Selao (or elsewhere) for your next job.



Look for a diamond briefcase in the southwest building of the Polytechnic facility. It's sitting on a crate indoors, obscured by a few cardboard boxes. Hack through the boxes with your machete to access the diamonds.



## Subverted Mission

This subverted mission is much more involved than the base mission, requiring you to steal a map from an office in Sepoko before terminating the instructor at the Polytechnic. After that, you must rendezvous with your buddy at the airfield and fend off a large group of APR troops.



## Buddy Briefing

Your buddy gives you a call shortly after you get your latest orders from Voorhees and Mbantuwe, asking to meet at the safe house north of the airfield. Take the swamp boat on the north end of town to the safe house. Inside your buddy tells you that Uniya has been diverting relief supplies dropped by planes utilizing the district's cell towers. Your buddy wants you to raid the Afreqa Telecom office in Sepoko to obtain a map of the district's cell tower network. You can then use the information to force Uniya to divert the next shipment to a drop zone of your choosing, where your buddy will be waiting to grab the supplies.



## Sepoko



**Buddy Objective:** Go to the Afreqa Telecom office in Sepoko and pick up the map.



**Mission Details:** My buddy says Uniya has been using cell towers to signal corrupt pilots to divert relief supplies. If I can get a map of the cell towers, I can force Uniya to send his next planeload where we want it.



The telecom office is at Sepoko, in the northeast sector. It's a long drive from the safe house, so you're better off using the

bus stations. Board a bus at Port Selao and take it to the northwest station. From there, Sepoko is a short drive to the east. Consider stopping at the nearby weapon shop to pick up a sniper rifle before heading to the objective area. The

telecom office is well defended, making it virtually impossible to sneak in undetected. Use the high grass and rocks on the west side of the facility to avoid being spotted by the snipers.



Take aim at the snipers first, picking them off at long range. But don't expect your sniping to go unnoticed; it triggers the

troops on the ground to take cover. Some may even board an assault truck and search for you. As long as you stay low in the grass, they'll have a tough time spotting you. Just be ready to move if you see an assault truck heading in your direction. Circle the facility and pick off as many targets as possible before heading inside.

There's a hole in the fence on the north side of the facility, near the northern watchtower. Before creeping inside, equip



an automatic weapon such as the MAC-10 or Uzi. Despite your sniping efforts, there's likely to be more guards hiding inside, so prepare for close-quarter firefights. Once inside, grab an assault rifle or shotgun off one of your victims—you won't need your sniper rifle beyond this point.



The office where the map is located has only one entrance, on the south side. Before making a move for the

office, make sure the surrounding area is clear. Otherwise you may get trapped inside by guards attacking from the south. If necessary, throw molotovs or target explosive barrels to start fires—this can be a useful distraction, buying you enough time to secure the map. When it's clear, dash inside the office, grab the map, and escape through the hole in the fence to the north. Once the map is in hand, your buddy calls and tells you you're clear to take out Uniya at the Polytechnic.



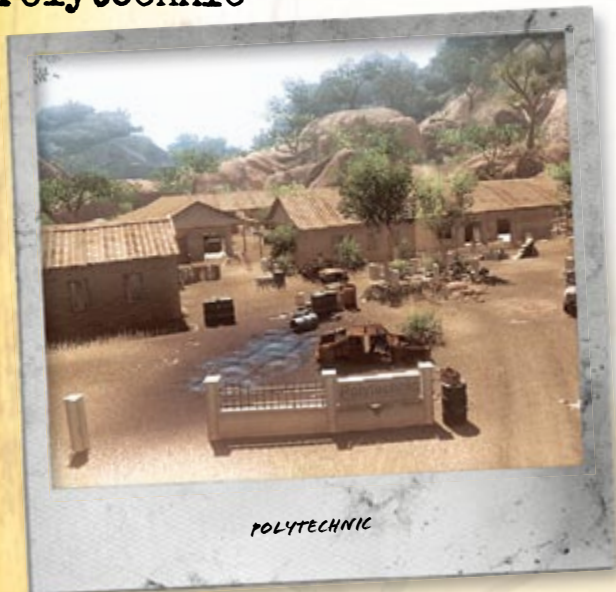


Before leaving Sepoko, locate this diamond briefcase near the hole in the fence to the north. You'll

need to climb and hop across a few crates to reach it, so make sure there are no hostile units around when you make the grab.



## Polytechnic



POLYTECHNIC

**Buddy Objective:** Go to the Polytechnic and intimidate Seth Uniya into sending the new coordinates. Then kill him.



**Mission Details:** I got the cell tower map for my buddy. Now I can head to the Polytechnic and convince Uniya to change the drop zone coordinates. Once he's done being useful, I can kill Uniya.

From Sepoko, head back to the northeast bus station and take a bus back to Port Selao. Then you can grab a swamp boat

south of the bus station and take it to the Polytechnic. Follow the same tactics described in the base mission, using the yellow explosive barrel to distract the guards while you slip into Uniya's office. However, this time, interact with Uniya to intimidate him into sending the relief plane new drop zone coordinates. Once he's complied, kill him. Your buddy calls once the task is complete. The incoming cargo plane can be heard (and seen) flying overhead toward the airfield.



## CAUTION

Pay close attention when dealing with Uniya. If you accidentally kill him before intimidating him, the subverted mission is lost, and all that preparation work you did in Sepoko is meaningless.

## Buddy Wager

**Buddy Objective:** Go to the airfield and help your buddy wipe out the APR troops surrounding the supply drop.



**Mission Details:** Uniya phoned in the new drop zone coordinates, and then I killed him. My buddy called and said the drop went as scheduled, but the wind picked up and carried it on top of an APR garrison at the airfield. I need to get over there or my friend is going to be in big trouble.



The airfield is just south of the Polytechnic, but reaching it is difficult due to the mountainous terrain surrounding it. Take your swamp boat west toward Port Selao, then cut east along the north shore of Lake Segolo. Dock your boat south of the airfield and hike north to join the fight. Your buddy is fending off the APR troops in the middle of the airfield, south of the large hangars. Use the planes and cars for cover while fighting your way toward their position. Chances are your buddy won't be in good shape by the time you arrive, but put off all healing attempts until all hostile forces are eliminated. At that point you can help your buddy up and prepare for your next mission.





## A BRIDGE TOO FAR

### Mission Map



#### Legend

- |                 |             |
|-----------------|-------------|
| UFLH HQ         | Safe House  |
| Main Objective  | Bus Station |
| Buddy Objective | Guard Post  |

### UFLH Briefing

Head to the UFLH HQ in Port Selao to get your next job from Addi Mbantuwe and Hector Voorhees. The UFLH

has another problem for you to take care of. His name is Yabek. He's a Jordanian arms dealer operating out of a barge on the Noga River—and he's only selling to the APR. Needless to say, the UFLH wants him dead. Mbantuwe's men can't get close enough to Yabek to do the job. That's why you're here. Grab the folder from Voorhees to accept the mission and 30 diamonds in prepayment.



### Base Mission

**Main Objective:** Go to the weapons barge and kill Yabek.



**Mission Details:** The UFLH has hired me to kill an arms broker named Yabek. He sells exclusively to the APR from an old barge deep inside APR territory on the Noga River, under the big rail span.



The job is clear enough. Go to the barge and kill Yabek. Of course, it isn't that simple. The barge isn't that easy to reach, plus it's well defended, making it difficult to board without alerting Yabek's security detail. Consider meeting with your buddy for the subverted mission—it involves a much more creative plan. But if you want to go it alone, take the following steps to neutralize your target.

### Logistics

No special weapons are needed to pull off this hit—everything you need is at the target area.

However, you'll likely encounter several hostiles along the way, so bring along weapons you're comfortable using in a firefight—an AR-16 is always a versatile choice. While it makes sense to follow the river to Yabek's barge, it's much easier to follow the rail line east out of Port Selao. This leads to a bridge overlooking the barge, but be ready to attack or circumvent three guard posts along the way. Also, consider taking over the safe house west of the bridge. This is a good spot to save your game before heading to the target area. Cross to the east side of the rail bridge and conduct your recon of the barge from the switchback trail leading down to the river.





## Recon Report



The UFL intel was correct. The barge sits in the river directly beneath the rail bridge. Several guards protect it, including some on board, others on the shore to the west, and a sniper on the hill to the east. The western river approach is watched by another guard on a small dock to the north. If you were to come down the river in a boat, this guy would see you and open fire, alerting everyone on and near the barge—good thing you took the rail bridge. Yabek is in his cabin aboard the barge, directly beneath the wheelhouse. Even if you're stealthy in your approach, Yabek never steps out of his cabin, so either climb aboard the barge and kill him at close range or find another way to take him out.

## Execution

Creep down the switchback trail on the eastern side of the bridge. Crouch and move slowly to avoid making any



unnecessary noise. As you get closer to the river, look for the sniper positioned along this trail. He's actually armed with a Carl G rocket launcher and watches over the barge from this perch. Equip your machete and sneak up behind him for the silent kill. With the sniper out of commission, you now control the high ground. Time to finish the job.



Grab the Carl G rocket launcher off the dead sniper and make sure it's loaded and ready to fire. While you can't

get a line of sight on Yabek or his cabin from this angle, the explosives packed into the rocket launcher's warhead can still find him. Use the rocket launcher's scope to zoom in on the starboard side of the barge, just below the wheelhouse. There's a narrow hall on this side of the barge. Target the starboard wall on the far side of the hall and fire away. Upon impact, the rocket detonates in this cramped space, carrying

the explosion into Yabek's cabin and killing him. Feel free to snipe any other surprised hostiles on board the barge, but your mission is complete as soon as Yabek is dead. Escape via the rail bridge or clear out the area around the barge and use one of the nearby swamp boats to make your exit.



A diamond briefcase sits on this rocky ledge above the river bend, just north of the barge.



## Subverted Mission

This is one of the more inventive and helpful subverted missions, providing an alternative method for taking out Yabek—and his barge. You must help your buddy secure a fuse for a bomb from a crash site, then use it to destroy the bridge above the barge. The falling debris will fall on the barge and sink it, taking Yabek down with his cargo.

## Buddy Briefing

Following the UFL briefing, your buddy contacts you and requests a meeting at the safe house southwest of Sepoko. From



Port Selao, take a swamp boat along the eastern river. Dock the boat just east of the Polytechnic (before the bridge) and head north—you can steal a vehicle from the nearby guard post or hike in on foot. At the safe house your buddy has a clever plan to take out Yabek. Somehow your buddy has acquired a bomb, but it's missing a fuse required to detonate it. A fuse can be found at an old Mi-24 Hind crash site to the northwest. Once you have the fuse you can attach it to the bomb and bring down the bridge over Yabek's barge. Of course, the APR won't appreciate the destruction of a key rail bridge, so your buddy will need help escaping once the task is complete.

## Crash Site



CRASH SITE



OBJECTIVE: FUSE



**Buddy Objective:** Get the bomb fuse from the salvage site.



**Mission Details:** My buddy has a 500 lb. bomb salvaged from a wrecked Hind—it's missing a fuse. If I can get the fuse from the salvage site, we can detonate the bomb on the bridge over Yabek's barge.



From the safe house the crash site is a short drive to the northwest. But don't drive into the objective area. Instead, park your vehicle to the southwest and hike in using the narrow footpath passing between the large rock formations. The crash site is watched by three snipers, and several guards patrol around the fuse. Sneaking in isn't an option. You need to clear out most of the hostile units before you can even get close to the fuse.



Fortunately, the western footpath allows you to sneak up on the westernmost sniper. Take him out with your machete or silently snipe him with the Dart Rifle. Once you've taken over his sniper perch, pick off the other two snipers to the north and east, preferably with the Dart Rifle. If you don't have the Dart Rifle, take the downed sniper's Dragunov SVD to do the job in a less-than-stealthy fashion.



Hold the high ground and pick off the rest of the guards at the crash site, but do your best to remain concealed.

The longer you can keep the enemy guessing, the greater chance you have at eliminating them all before they zero in on your location. Target explosive barrels and toss molotovs over the side of the cliff to start wildfires, adding to the confusion on the ground.

When there's no movement on the ground, cautiously descend from your perch and approach the fuse. Grab an assault rifle or shotgun off one of the dead guards while moving toward the fuse—it sits at the center of the helicopter wreckage.



Your buddy calls as soon as the fuse is in hand, arranging a rendezvous at the bridge. Retrace your steps out of the crash site, returning to your parked vehicle. It's time to blow up a bridge!

## Rail Bridge



RAIL BRIDGE



**Buddy Objective:** Go to the rail bridge and deliver the fuse to your buddy.



**Mission Details:** I got a fuse for that 500 lb. bomb. If I meet my buddy on the bridge over the barge, he'll rig the thing to blow.



From the crash site, head north to the bus station and take a bus back to Port Selao. This is the quickest way to access the rail line east of the city.

Follow the rails all the way to the bridge where your buddy is waiting—the guard post west of the bridge is abandoned. Your buddy has the bomb loaded onto the back of a truck parked at the center of the bridge. Interact with your buddy to hand over the fuse.



Once your buddy installs the fuse at the end of the bomb, retreat to a safe distance on the west side of the bridge, following closely behind your buddy. Turn east to watch the fireworks as your buddy detonates the bomb by remote. A massive explosion rocks the entire bridge, causing the center span to break free and crash down onto Yabek's barge. Secondary explosions are triggered on board the barge, sinking it and killing Yabek. Good job. You've managed to take out the APR's arms dealer and a major transportation line with one bomb. But the APR is unlikely to take kindly to your deeds.

## Buddy Wager



**Buddy Objective:** Help my buddy destroy the responding APR troops.

**Mission Details:** Yabek and his barge are just debris now...not exactly subtle. If my buddy and I are going to live to brag about this little stunt, we have to wipe out the APR's first responders.



An explosion that big won't go unnoticed. As soon as Yabek's barge is sunk, race west toward the guard post and open fire on the attacking APR troops. The quickest way to eliminate these troops is by manning the M2 .50 calibre machinegun positioned on the tracks. If you get to the machinegun quickly, you can use it to cut down the enemy troops as they emerge from the jungle. Be careful not to let any troops flank your position, and be ready to abandon the post if you start taking heavy fire. Continue wiping out the enemy troops until the mission is complete. Make sure your buddy is still standing before moving out for your next job.

## CAUTION

If you're not careful the M2 machinegun can overheat and temporarily cease to function. Fire short controlled bursts to prevent this from happening. If you see flames lining the weapon's barrel, it has overheated. Don't stand around and wait for it to cool down. Ditch the weapon and seek cover.





## ACT II: APR MISSIONS

The APR missions covered here are available directly following Jack's Buddy Rescue. Go to the APR HQ in Port Selao to get the briefings. Like the APR missions in Leboa-Sako, these missions are only assigned once accepted at the faction HQ and do not have to be completed back to back. It's possible to mix up your workload by taking on UFL and side missions while in the midst of this mission set.

### DENTAL PLAN

#### Mission Map



#### Legend

- APR HQ
- Main Objective
- Buddy Objective
- Safe House
- Guard Post

#### APR Briefing



The APR's big man, Major Oliver Tambossa, is waiting to give you the details of this mission at the APR HQ in Port

Selao. He's joined by Nicholas Greaves, a familiar face from Leboa-Sako. The fighting in the country has resulted in a

shortage of anesthetic, making surgical procedures painful and dangerous. The APR isn't worried about the shortage. In fact, Greaves feels it helps the APR's cause—fewer surgeries means fewer enemies live to fight again. But the UFL has managed to secure a large supply of nitrous oxide at an old dental clinic to the west. The APR wants you to destroy these nitrous oxide tanks. According to Greaves they're stacked on a flatbed truck out in the open, making them an easy and stationary target. Take the mission folder from Greaves to accept the mission and receive 30 diamonds up front.

#### Base Mission

**Main Objective:** Go to the village dental clinic and destroy the nitrous tanks on the flatbed.



**Mission Details:** The UFL has a truckload of nitrous oxide parked outside an old dental clinic. The stuff's a valuable anesthetic with so many wounded troops in the field. The APR's hired me to destroy that nitrous by any means... One grenade oughta do it.



This base mission is very basic and quite simple if you follow the provided steps. The subverted mission doesn't make this task any easier. In fact, it makes it much more difficult and time consuming. So if you want to

breeze through this one, stick to the APR's main objective. You'll be in and out in no time.



## Logistics

The nitrous tanks at the dental clinic are volatile to explosives and small arms fire, so you can adequately attack the



dental clinic with most weapons. But for best results, bring along either a sniper rifle or a rocket launcher to engage the target from long range. Consider stopping at the weapon shop northwest of Port Selao to gear up. If you'd like to retrieve weapons stored in crates, there's a safe house just south of the dental clinic. The western river is the quickest path to the dental clinic; borrow the swamp boat on the north side of town and head west. Dock your boat south of the dental clinic and hike to the objective area on foot, via the narrow footpath to the south.

## Recon Report



The dental clinic is well defended by UFLT troops, particularly along the main eastern and western roads. Security on the southern side of the facility is minimal, making the southern footpath the best infiltration point. Plus, the sniper on the northern tower is less likely to spot you here. This path puts you close to the truck loaded with the nitrous oxide tanks, giving you the perfect line of sight on the objective. The truck is parked beneath a thatch awning directly north of your position. Among the crates are a few exposed nitrous oxide tanks—these are your targets.

## Execution



Before attacking, crouch in the narrow southern canyon and study the patrols of the guards. You can't afford

to have anyone see you either before or after the attack. Wait until all the guards are moving or looking away from your position, then center your weapon's sight on the nitrous oxide tanks at the back of the truck.

If you're using an RPG-7 or Carl G rocket launcher, all you have to do is hit the truck to set off the nitrous oxide. But if you're using a



sniper rifle, you'll need to be a bit more precise and persistent. Locate one of the exposed tanks at the back of the truck and center it in your crosshairs. Quickly fire multiple rounds into the tank until it explodes. For this reason the semi-automatic sniper rifle is a good choice—the AS50 can trigger the explosion with one hit. As soon as the volatile cargo explodes, race south to escape. If enemies are chasing after you, you can pick up a car near the underground cell to the south, but you have a better chance of avoiding detection if you stay on foot. Head back to the boat and look for your next job.



A diamond briefcase

is near the dirt road on the west side of the dental clinic. It's concealed within this triangular



fence surrounding a tree at the crossroads. Obviously, you can't reach this case without being seen, so don't try grabbing it until all the enemies at the clinic are down for the count—perhaps after completing the subverted objective here.

## Subverted Mission

This is one of the most difficult and time-consuming subverted missions available, requiring the completion of several objectives. You must steal a package from the post office, kill everyone at the dental clinic, fix the disabled truck loaded with the nitrous oxide tanks, drive the truck into the UFLT garage in Sefapane, then escape the town with your buddy after the truck blows up. It's not easy, so if you take on this mission, be prepared to save often.

## Buddy Briefing



After your meeting with Greaves and Tambossa, your buddy contacts you to set up a meeting at the safe house near

the post office. Hop in the swamp boat on the north side of town and pilot it west along the river toward the safe house indicated on the map.



Inside the safe house your buddy offers an alternative plan for the UFL's nitrous oxide. Instead of blowing it up at the dental clinic, how about detonating the cargo within the UFL's garage in Sefapane? But you'll need to steal the truck first and drive it to Sefapane. Before you can do that, the truck needs a new distributor cap. Fortunately, there's one wrapped up in a parcel at the post office to the southwest. Go there, get the distributor cap, fix the truck at the dental clinic, and drive it into the UFL's garage in Sefapane. It's a lot of extra work, but bombing the UFL's garage in Sefapane is bound to make a difference.

◆ A diamond briefcase rests on this rock formation northeast of the safe house.



## Post Office



**Buddy Objective:** Retrieve the parcel containing the truck part from the post office.



**Mission Details:** My buddy suggests delivering the truck to the UFL's garage in Sefapane before blowing it up. First, the truck needs a new distributor cap. The part I need is sitting in the post office.



Your buddy didn't warn you about the guards surrounding the post office—they must be guarding more than a distributor cap. But that's not your concern. Sneaking into the post

office and grabbing the parcel without being detected is virtually impossible, even at night. You're going to need to clear out most of the hostiles before even approaching the central building where the parcel is located.



Sniping is the best way to clear out the post office grounds. Fortunately, you'll have some help thanks to the numerous

explosive barrels, propane tanks, and dry grass surrounding the facility. The hill to the east provides the best vantage point of the post office, allowing you to pick off most of the guards from long range. Pay attention to the ground-based snipers on the west side, too. When you can spot no more targets, begin hitting the explosive barrels and propane tanks. This sets off large grass fires, potentially drawing more enemies out into the open. Circle the perimeter of the post office and pick off as many enemies as possible before making a move for the parcel.

Equip an automatic weapon or shotgun before entering the post office—there may be more guards hunkering



inside. Toss a grenade through one of the doors before entering to kill, injure, or rout any hostiles waiting to ambush you. The parcel sits on a shelf inside. Interact with the flashing package to retrieve the distributor cap. Your buddy calls once you've acquired the package, but let the call go to voice mail. Instead, focus on getting away from the post office before any stragglers attempt a counterattack—you don't want to get stuck inside with enemies pouring through both doorways. Once you're a safe distance away from the post office, retrieve your voice mail message—you're clear to raid the dental clinic.

◆ There are two diamond briefcases at the post office—perhaps that's why there are so many



guards? One is in a cement pipe on the west side of the facility and the other is on the rooftop of the structure to the northwest.



## Dental Clinic



DENTAL CLINIC

**Buddy Objective:** Go to the village dental clinic and repair the truck.



**Mission Details:** I secured the replacement part from the post office, and now I can get the flatbed running...



This objective is a bit more complicated than fixing the truck. The guards here won't simply let you walk up to the truck, fix

it, and drive away. If you want to drive the truck out of here without getting your volatile cargo shot up, you'll need to kill everybody at the clinic. Sneak into the objective area from the north along the narrow footpath. From the path, turn east and silently neutralize the sniper in the tower, with either the Dart Rifle or your machete.

Assume the dead sniper's post atop the tower and go to work on the guards. If you have the Dart Rifle, it's easy to snipe several



hostiles before the rest of the guards realize they're under attack. If your position is revealed, go loud with a sniper rifle or assault rifle and target the explosive and flammable objects scattered around the grounds. But don't hold on the tower if you've been discovered—otherwise you'll be flanked. Instead, retreat to the northern footpath where your flanks are protected by the vertical rock walls.

## CAUTION

Be careful when triggering fires and explosions around the flatbed truck. If the nitrous oxide is detonated, the subverted mission is a failure.



Cautiously scour the entire dental clinic before approaching the flatbed truck. You can't afford to have someone shoot you from behind while you're turning the wrench under the hood. When the area is clear, move to the front of the flatbed truck and repair it. Once it's in tip-top shape, hop inside and get ready to move out. Your buddy calls once you're in the truck's cab and reports that everything is ready in Sefapane.

## Sefapane



ULL GARAGE

**Buddy Objective:** Drive the truck into the garage at Sefapane.



**Mission Details:** I fixed the truck. Now to drive it north to the garage without getting into any trouble.





Sefapane is only a short distance to the north, but remember, you're basically driving a bomb on wheels. If

you get into any trouble, the nitrous oxide could detonate, killing you and any chance of fulfilling the subverted mission's objectives. So be ready for a tense drive to Sefapane. Take the western road out of the dental clinic and follow it to the main road heading north. But stop before you reach the next intersection—a guard post lies ahead. Leave the truck behind and move toward the guard post on foot. Kill everyone at the guard post using any method you prefer. Just keep the hostiles away from the truck.



This diamond briefcase sits in a culvert on the northeast side of the guard post.



While driving north to Sefapane, stay on watch for hostile vehicles patrolling the road. If you spot any, get out of the



truck and engage them immediately. While doing so, move away from the truck to ensure no stray bullets hit your volatile cargo. As you near Sefapane, the road becomes a bit more uneven, so watch your speed and keep the truck on the road. If it becomes stuck, the subverted mission is officially screwed.



Sefapane is under a cease-fire, so you can drive in without raising any suspicions. The UFLI garage is in the northwest

corner of town. Follow the road north into town, then take the second right, heading east toward the garage. Turn right off the main road to reach the garage's entrance—your buddy opens the door once you're near. Carefully drive the truck all the way into the garage. You'll know you're in once you hear

the garage door close behind you. Exit the truck and talk to your buddy. It's time to set this bomb off!

**Buddy Objective:** Climb onto the back of the flatbed and open one of the valves on the nitrous tanks.



**Mission Details:** I've parked the nitrous truck in the UFLI garage in Sefapane. While my buddy rigs the fuse box to short out, I need to break open one of the nitrous tank valves and fill this place up with flammable gas.



After you speak to your buddy, interact with the back of the flatbed truck to climb aboard and knock one of the valves

off a nitrous tank with your wrench. Meanwhile, your buddy shorts out the fuse box, causing it to spark. Once the gas fills the garage, the sparks will ignite the nitrous oxide, setting off all the tanks in a massive explosion. Time to get out! Meet your buddy near the garage's exit and be prepared to move out fast. Follow your buddy west, but don't forget to look back at the garage as it explodes.

## Buddy Wager

**Buddy Objective:** Help my buddy eliminate the UFLI troops.



**Mission Details:** That did the job. As soon as their ears stop ringing, these UFLI troops are going to be out for blood...specifically mine and my buddy's.



The nitrous oxide explodes before you and your buddy can reach the outskirts of town. During your escape

attempt your buddy will probably get shot and stagger to a halt near this bus. Stay nearby, but seek cover while engaging the UFLI troops swarming around your position. The bus and crates provide decent cover. Even if your buddy slumps to the ground, don't stop fighting back. Continue engaging the onslaught of UFLI troops until the Mission Completed banner appears at the top of the screen. At that point you can save your buddy's life with a syrette if necessary. Once the UFLI troops are dead, all hostilities within Sefapane come to a halt. Don't shoot anybody else on your way out of town.



## BUDDY RESCUE: BREWERY



here could be Andre Hyppolite, Hakim Echebbi, Frank

Before taking the next mission at the APR HQ, you may be required to spring a foreigner being held by the UFLI at the Bowa-Seko Brewing Company on the south shore of Lake Segolo. This rescue mission is provided by the doorman at the APR HQ and must be completed before taking on any other APR missions. The mission may also appear after *Radio Armageddon* or not at all if you've already rescued the buddy on your own. The task is rather simple. Head to the brewery, infiltrating through the jungle to the east. If you time it just right, it's possible to sneak into the building where the foreigner is being held without being spotted by the UFLI troops. The buddy rescued

Bilders, Xianyong Bai, or Nasreen Davar.

## RADIO ARMAGEDDON

### Mission Map



#### Legend

- |                 |             |
|-----------------|-------------|
| APR HQ          | Bus Station |
| Main Objective  | Guard Post  |
| Buddy Objective | Weapon Shop |
| Safe House      |             |

### APR Briefing



Greaves and Tambossa have another job for you at the APR HQ in Port Selao. Tambossa is sick of the "lies" being spread by the

UFLI's Liberation Radio. He wants you to put a stop to their broadcasts once and for all. For security reasons, the radio station is kept mobile, utilizing a mobile generator to power the transmitter. Tambossa's men have tracked the transmitter to Weelegol village in the southwest sector. He wants you to go there and destroy the generator. Doing so will cripple the transmitter, knocking the station off the air. Take the folder from Greaves to accept the mission and receive 30 diamonds in advance.

### Base Mission

**Main Objective:** Destroy the generator powering the transmitter in Weelegol village.

**Mission Details:** The APR wants to silence the UFLI's radio station. It's run by a populist DJ pumping out propaganda and raising mobs of gunmen against targets of opportunity. I need to destroy the mobile broadcasting rig near the dried-up fishing village of Weelegol, in the southwest.





WEELEGO VILLAGE



TARGET: TRANSMITTER'S GENERATOR

It doesn't get much more straightforward than this. Infiltrate the cliffs east of Weelegol village and destroy Liberation Radio's generator. The subverted mission doesn't alter this objective or make completing it any easier.

## Logistics

The explosives required to destroy the generator are already present at the objective site, so there's no reason to bring along your own IEDs.

However, you may want to equip an assault rifle and the Dart Rifle. Getting through the village on your way to the transmitter can be tricky, so be prepared for a fight in case things get hairy. Weelegol village is in the southwestern sector of Bowa-Seko. Take a bus to the southwestern bus station, then use the provided vehicle to drive northwest along the dirt road leading to the village's western access point. On the road to the village you'll come across the site of a massacre. One of Reuben's tapes can be found inside this bus, south of the village.



**TIP** Before heading to the village, attack and take over the safe house near the western road. This is a good spot to save your game.

## Recon Report



Tambossa failed to mention the large garrison of UFL troops at Weelegol village. The bulk of the troops are

stationed on the village's raised platform, patrolling the walkways between structures. The sniper to the southeast is positioned on a raised platform as well and armed with a Carl G rocket launcher. Fortunately, beyond the village and sniper post there are no UFL troops, providing a clear path to the

transmitter in the south. No secret paths lead directly to the transmitter itself. You'll have to either sneak past the UFL troops or completely wipe them out if you hope to reach the transmitter's generator in one piece.

## Execution

With your Dart Rifle in hand, sneak along the southern edge of the canyon wall while crouched, using the high



grass and scant vegetation for concealment. When you're near the raised village, stop and closely monitor the patrols. You need to get past this area without being seen, or else your entire mission could be compromised. Use your Dart Rifle only as a last resort. This allows you to take out any troops that have spotted you without revealing your position. If you're spotted, consider retreating back to the safe house and coming back later—preferably at night.



When the path is clear and no enemy troops are looking in your direction, dash along the south side of the

village, past the buggy and up into the hills to the southwest. By taking this path you circumvent the sniper. Once back in the high grass, crouch and continue moving to the generator. An IED is conveniently waiting on a stack of pallets next to the generator. Grab the IED and place it right next to the generator. There's no need to destroy the generator now. In fact, it's best to do it once you're far away in case the explosion alerts the troops at the village. Now to make your escape.



A paraglider waits on the cliff north of the generator. Climb the narrow footpath to the top of the cliff to reach it. Before

taking off, consider taking out the sniper below, to the east, using your Dart Rifle. If he spots your paraglider, he may open fire and alert the other guards at the village. Once he's down, climb aboard the paraglider and fly north. It's nearly impossible to avoid flying directly over the village, so keep the paraglider steady and flying straight to maximize the



distance. You may draw some fire from the ground, but even if you're hit, you should be able to set the glider down on the north side of the village. If you can keep the paraglider in the air, you can fly it all the way back to the safe house. Once you reach the ground, don't forget to detonate your IED to complete the mission.

There are three diamond briefcases in and around the Weelegol village. The easiest to reach



is in a wooden tower on the western outskirts. The other two are closer to the village. One is inside the village, within the structure adjacent to the fuel pile. The other is sitting beneath a wooden awning in the northeast corner of the canyon.

## Subverted Mission

This subverted mission isn't nearly as complex (or difficult) as the one for Dental Plan, but it does require several side objectives to be completed before hitting the transmitter's generator, including the assassination of the UFL's propaganda minister and the intimidation of Liberation Radio's DJ, Lord Haw-Haw. As usual, the mission ends by helping your buddy out of a sticky situation.

## Buddy Briefing

Following the briefing from Tambossa and Greaves, your buddy calls and asks to meet at the safe house across the river from



the post office. Before heading for the safe house, consider stopping by the weapon shop to the east of town and buying a Carl G rocket launcher, assuming you don't still have the one you picked up on the Jackal's barge in Hornet's Nest. This weapon makes the first objective in this mission really simple. Once you're properly equipped, take a swamp boat along the river to the west to reach the safe house. Inside, your buddy tells you about the UFL propaganda minister living it up at the nearby tourist resort—you need to kill him. Once he's dead, you can intimidate the DJ at the radio station into reading a message. This will surely incite a riot targeting a bigwig foreigner working with the UFL that your buddy wants dead. But there's a catch. Your buddy is acting as this foreigner's driver. This will surely put them in a bad spot once the riot is in full swing. You may need to help get your buddy out of that sticky situation once you've fried the station's generator.

## Tourist Resort



TOURIST RESORT



TARGET: UFL PROPAGANDA MINISTER

**Buddy Objective:** Go to the tourist resort and kill the UFL minister.



**Mission Details:** My buddy told me about the UFL propaganda minister up at the tourist resort. He monitors the radio broadcasts with one hand on the kill switch. My buddy wants me to take this guy out of the equation.



The tourist resort is a former ranger station converted into an upscale destination for foreigners back when the country still had dreams of a tourist industry. Now the resort has been taken over by the UFL and its "information" minister. Approach this area from the north, scouting the location from the northern riverbank. The minister is relaxing in a hut on the south end of the facility. Given his heavy security detail it'll be tough to get close to him, so consider striking from long range.



This is where the Carl G rocket launcher comes into play. With some careful scouting and precise targeting


you can take out the minister with one rocket fired from the northern riverbank. Get into position first, standing on the flat rock shown here. Like all rocket launchers, the Carl G emits a large plume of exhaust out the rear of the tube. The exhaust is enough to spark a grass fire; by standing on the rock, you can avoid setting the grass (and your feet) on fire.





Now take aim at the minister's hut. There are three huts at the back of the resort. The minister is in the middle

one with the pointy roof. Zoom in on this hut and center the launcher's crosshairs on the base of the roof. This is the closest you can get the rocket to the minister, skimming the fence north of the hut. When the target is lined up, fire the rocket. While the rocket is in flight, you can guide it by moving the crosshairs over your intended target, but don't move it for this target. Keep the crosshairs centered on the center hut until it impacts. If you see the Objective Updated banner at the top of the screen, you scored the kill. If you don't get that notification, fire a follow-up rocket at the same spot, trying to fly it in a bit lower than the previous one. Even if you miss the first time, the propaganda minister won't move, making him easy to take out on the second try. Your buddy calls once the propaganda minister is dead and asks you to intimidate the Liberation Radio DJ before destroying the transmitter.

 In the tourist resort, there's a diamond briefcase on the west side near the dock. It's resting on top of a crate, beneath a thatch awning.




## Weelegol Village



RADIO STATION



DJ LORD HAW-HAW


**Buddy Objective:** Intimidate DJ Lord Haw-Haw into reading the message. 

**Mission Details:** DJ Lord Haw-Haw is operating in a shack near the transmitter. My buddy needs me to threaten him into reading a prepared message on the air.

Now that the propaganda minister is dead, there's nobody who can stop your buddy's message from hitting the airwaves. But



you need to reach Liberation Radio's DJ first. From the tourist resort, head southwest and follow the westernmost dirt road south to the Weelegol village. If necessary, stop at the weapon shop along the way and stock up on ammo. Also, grab a Dart Rifle so you can sneak past the village. Follow the same path described in the base mission to sneak past the village. The shack where the DJ broadcasts from is just north of the transmitter. Walk inside and interact with DJ Lord Haw-Haw to make him read your buddy's message. The DJ complies, telling his listeners to attack the UFL health official riding around in your buddy's vehicle. Once the message is read, you're clear to take out the generator. There's no need to kill the DJ. Be a nice guy and let him live—even if he curses you as you exit.

**Buddy Objective:** Destroy the generator powering the transmitter in Weelegol village. 

**Mission Details:** I convinced the DJ to read the statement. Now I just need to take down that antenna—permanently—to fulfill my deal with the APR...



Now head to the transmitter. Grab the IED off the nearby pallet and drop it near the generator. Back away to a safe distance and blow Liberation Radio off the air with the press of a button. Alternatively, you could escape and blow the generator later, but sometimes it's nice to see your work first-hand. Race to the paraglider once the generator is destroyed and fly north out of the village. Regardless of when or where you are when you destroy the generator, doing so triggers an incoming call from your buddy, who's in trouble and needs immediate assistance.



## Buddy Wager

**Buddy Objective:** Head to the ambush point and help your buddy wipe out the UFLI troops.



**Mission Details:** Blew the generator and the antenna's toast. Now I've received word that my buddy was ambushed near a lone stretch of highway not far from the dust town. It was a group of UFLI troops.



It's unclear if your buddy's plan worked. But they've been ambushed by UFLI troops at the guard post to the

north. Either grab the Jeep® on the north side of Weelegol village or take the assault truck at the nearby safe house to rendezvous with your buddy. As you near the guard post, get out of your vehicle and use it for cover while engaging the UFLI troops. Your buddy is hunkered down in the center of the guard post, fending off the attackers with a shotgun. Try to draw some hostiles away from your buddy by attacking from the south. Keep up the fight until the *Mission Completed* banner appears at the top of the screen. Check in on your buddy before taking off; if necessary, help out with a syrette.

## PIPELINE CROSSING

### Mission Map



#### Legend

- |                 |             |
|-----------------|-------------|
| APR HQ          | Safe House  |
| Main Objective  | Bus Station |
| Buddy Objective | Weapon Shop |

### APR Briefing



Meet up with Greaves and Tambossa at the APR HQ in Port Selao for the details on this next mission. They want you to put a hole in

the water pipeline to the south. The UFLI is pumping water out of Lake Segolo and selling it to nearby countries for large sums of money. The time to strike is now. The pipeline is currently being repaired at a construction site near the southwestern shore of the lake. Here you'll find a weak point, but it will still take powerful explosives to rupture the pipe. Greaves suggests raiding the TaeMoCo mine for TNT. Once you have the explosives, you can hit the pipeline. Take the folder from Greaves to accept the mission and the 30-diamond payment that accompanies it.

### Base Mission

**Main Objective:** Go to the diamond mine and steal the TNT.



**Mission Details:** The UFLI is using a pipeline to pump fresh water out of Lake Segolo and sell it out of country for hefty profits. The APR wants me to rupture the pipeline. I'll need proper demolitions to do it—the kind I can only get from TaeMoCo diamond mine.





TARGET: PIPELINE

Unlike in most base missions, you can't simply go to the target area and rupture the pipeline. Instead, you must first head to the diamond mine and acquire the TNT necessary to destroy the target. The subverted mission

adds a couple more steps

but doesn't make it easier to rupture the pipeline.

## Diamond Mine: Logistics

Before leaving for the diamond mine, consider gearing up for the objectives ahead at the weapon shop northeast of

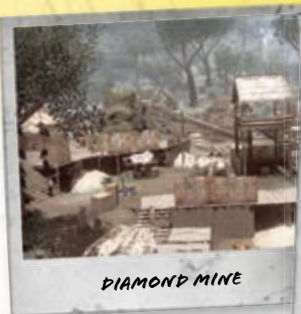


Port Selao. You'll definitely want a semi-automatic sniper rifle for clearing out the diamond mine and pipeline construction site, so pick a Dragunov SVD or AS50. Some sneaking may be involved too, so bring along the Dart Rifle as your special weapon. Unless you're planning to do the subverted mission you don't need any IEDs, so round out your arsenal with an Uzi or MAC-10 as your secondary weapon. The TaeMoCo diamond mine is in the southwest sector, so take a bus from Port Selao to this area and then drive the provided buggy north toward the mine, careful to avoid the guard post near its southern access point. Consider hiking past the guard post to keep a low profile.



While driving toward the diamond mine from the southwestern bus station, look for the large baobab tree. A diamond briefcase lies at its northern base, near a body.

## Diamond Mine: Recon Report



DIAMOND MINE



OBJECTIVE: TNT



The TaeMoCo diamond mine is situated in a lush jungle area surrounded by foliage. This makes it easy to slip into the area unnoticed. Stay off the main roads and crouch while moving through the high grass and shrubs. Scout the mine from the outer perimeter to the north or east. Make note of all the guards and the location of the demolition shed where the TNT is located. The shed is in a low part of the facility, in the middle of a pit-like depression. Sneaking into the shed is far too risky. If you're spotted, you'll be gunned down by the guards standing on higher ground. So get ready for some intense sniping.

## Diamond Mine: Execution



The thick jungle surrounding the diamond mine provides perfect concealment while sniping. Start by sniping from

the east, hitting any visible guards first. Then open fire on the various explosive barrels and propane tanks to ignite fires. The fires may draw more enemies out into the open. When you can see no more targets from the east, sidestep right and head to the north side of the mine. More guards may be hiding here. Carefully pick them off one by one while maintaining a crouched and concealed position. Expect to spend a few minutes sniping and watching the diamond mine for movement before making a move for the TNT. It's extremely important you wipe out as many hostiles as possible from long range, so be very patient and don't reveal yourself.





When you're ready to grab the TNT, cautiously approach the mine from the east. Ditch your sniper rifle in favor of an assault

rifle or shotgun pulled from one of your victims while creeping toward the demolitions shed. If you did a thorough job of sniping, everyone at the mine should be dead, but be ready to take cover and return fire if you come under attack. Avoid heading toward the lower terrain where the shed is located until all enemies are down for good. When you're near the shed, grab the TNT inside and rush back to the jungle. You're now set to attack the pipeline.

◆ There are a couple of diamond briefcases in and around the mine. One sits on a rocky pillar at the



center of the facility. Climb the nearby conveyor belt to reach it. The other lies in a concealed pit in the narrow passage to the northeast. Toss a grenade onto the thatched covering over the pit to access it.

## Pipeline: Logistics



PIPELINE CONSTRUCTION SITE

**Main Objective:** Rupture the pipe at the construction site with the TNT.



**Mission Details:** With the explosives I got from the mine, I can rupture that pipe at the main construction site.

The pipeline construction site is east of the diamond mine, near the shore of Lake Segolo. Exit the diamond mine on foot via



the northeast passage to circumvent the guard post on the road to the north. Before heading to the pipeline, consider stopping at the safe house to the northeast where your buddy is waiting to provide the details on the subverted mission. You don't have to take the subverted mission, but it's a good idea to save your game before proceeding to the pipeline. After resting at the safe house, follow the road directly south to reach the pipeline. This road leads to an observation post on the western side of the pipeline construction site—the perfect spot from which to observe and stage your attack.

◆ There is a diamond briefcase and a Jackal tape near the safe house where your buddy is waiting. On



the road between the safe house and the pipeline construction site, look for a wrecked car on the side of the road. One of Reuben's Jackal tapes is lying on the ground near the passenger side door. A nearby alcove to the west contains a diamond briefcase.

## Pipeline: Recon Report



As expected, the construction site is well defended, with several guards milling about the grounds and a sniper posted in a tower to the

south. An observation post across the ravine to the west contains another sniper and a guard itching to use an MK-19 grenade launcher. Although this observation post isn't directly connected to the construction site, the hostiles posted here pose a huge threat to anyone infiltrating from the south or east. Therefore, stage your attack from the west, dealing with the observation post first. Once you control the high ground, the construction site is all yours.



## Pipeline: Execution

Sneak up on the observation post from the north. Both the sniper and the guard by the grenade launcher



are looking toward the construction site, making it easy to blindside them. For stealth purposes, neutralize them with either the Dart Rifle or your machete. Once both are down, the observation post is yours, along with the MK-19 grenade launcher. This gives you the best vantage point on the construction site, allowing you to clear out most of the hostiles before approaching the pipeline.



Your next target is the sniper on the tower to the south. If you sanitized the observation post silently, he won't even see you. But

if you made excess noise, he may be taking shots at you. Grab the sniper rifle off the sniper you just killed and use it to take out this distant threat. At this range the report of the rifle may not draw the attention of the guards at the construction site. Make your shot count; if you just injure the sniper, he may cry out and alert the rest of the guards. Scoring a clean headshot will prevent this from happening.



Now it's time to clear out the rest of the guards around the pipeline. Take control of the MK-19 grenade launcher

and open fire on the enemies below. Given the large splash damage of each grenade fired and the number of explosive objects at the construction site, it doesn't take long to wipe out the guards. But you can't see the entire site due to the cliff to the left, so vacate the MK-19 and sidestep right along the sandbags to snipe any guards hiding out of the grenade launcher's firing arc. As usual, monitor the construction site for a few minutes before heading over to the pipeline.



The quickest way to cross the ravine is with the paraglider just west of the observation post. Although it's initially

oriented in the wrong direction, it's possible to make a hard left turn in the ravine and land at the construction site to the east. If you fall short (or hit a tree), a narrow footpath leads up to the construction site from the bottom of the ravine.

Once you reach the construction site, grab an assault rifle or shotgun off one of the dead guards if you haven't already. Your



grenade launcher salvos should have taken out most of the guards, but there may still be a few stragglers lurking about. When you've confirmed the site is clear, move toward the thick piece of pipe near the short platform and interact with it to place the TNT. The TNT has a time-delay fuse of approximately 15 seconds. This gives you more than enough time to dash to safety before it explodes, rupturing the pipe as intended and completing the mission.



Look for the diamond briefcase inside the construction site's garage. It rests on top of a stack of tires.



## Subverted Mission

There aren't too many extra errands to run for this subverted mission, and they're all close to the main objective area. Before you take out the pipeline, your buddy wants you to attack the pump house on the southwest shore of the lake. Your buddy will then require assistance escaping the diamond mine once you've ruptured the pipeline. Overall, these are rather simple objectives and don't take too much extra time to complete. Consider lending your buddy a hand—and helping to flood the diamond mine in the process.



## Buddy Briefing

Instead of calling you after the APR briefing, your buddy waits to make contact until after you've secured the TNT at



the diamond mine. Your buddy has more information on the pipeline and wants to meet at the safe house to the northeast. Hike north out of the diamond mine and follow the dirt road east to reach the safe house. Inside, your buddy reveals that the pipeline's intake at the lake is governed by a safety cutoff system. This is where the UFLI workers can shut off the water flowing through the pipe. But if you destroy the cutoff system, there will be no way to stop the water from flowing, causing the breach in the pipe at the construction site to flood a large area, including the diamond mine, where your buddy is a disgruntled employee. Your buddy will be waiting at the diamond mine but may need help escaping if the UFLI suspects your buddy is involved in your little sabotage operation.

## Reservoir Pump House



PUMP HOUSE



TARGET: CUTOFF VALVE

**Buddy Objective:** Destroy the safety cutoff system at the pump house.



**Mission Details:** There's a safety cutoff system at the pump house. If I disable that first, breaching the pipeline with the TNT will cause even more havoc.

between the pump house and the brewery. However, be careful not to get close to either facility, otherwise your cover may be blown. From there, it's a short hike west to reach the pump house. The pump house is well guarded, but it's also surrounded by tall and thick foliage, making it easy to get in close without being detected. However, if you must cross one of the roads, watch out for enemy patrols. These roads are frequented by UFLI assault trucks.



While crouching, sneak through the jungle on the eastern edge of the pump house. The entrance on this side is most

likely watched by a single guard. Use your Dart Rifle to take him out silently. His body falls in an area not frequented by patrols, so his death is unlikely to cause an alert. Sneak past his body and step into the pump house through the eastern entrance. The safety cutoff valve is at the center of this shed. Quickly (but quietly) drop a couple of IEDs next to the vertical pipe below the valve and slip back out through the eastern doorway.



Return to the jungle surrounding the pump house and retreat to a safe distance before detonating the IEDs. The explosion sets off a large alert, so make sure you're far away from any large concentrations of enemy troops, too. Your buddy calls once the cutoff system is destroyed. You're now clear to hit the pipeline.



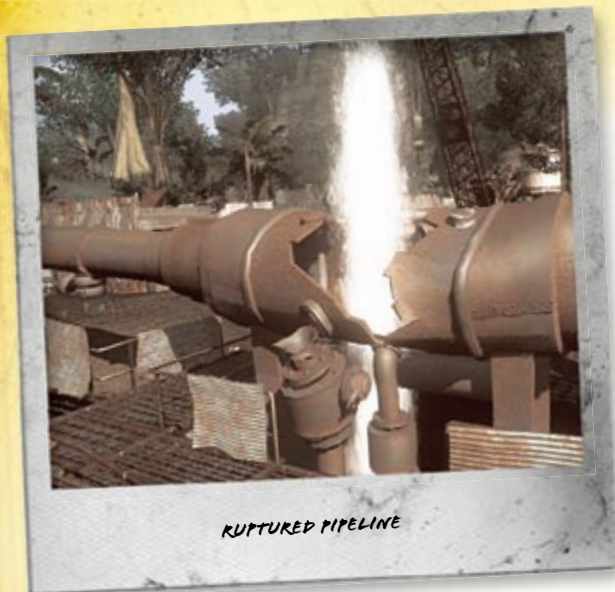
A diamond briefcase sits on a crate beneath the vehicle awning (where an assault truck is parked) northwest of the pump house.



The Mertens-Segolo Pipeline Company's pump house is situated directly on the southern shore of Lake Segolo. Grab a swamp boat on the western shore and pilot it east, docking



## Pipeline



**Buddy Objective:** Rupture the pipe at the construction site with the TNT.



**Mission Details:** The pump house systems are good and wrecked now. Time to breach that pipeline and watch this place flood.



Instead of heading directly to the pipeline, return to the safe house where you met your buddy earlier and save your game. From there, head south to the construction site's observation point and follow the same tactics described in the base mission, using the mounted MK-19 grenade launcher to lay waste to the guards. Once the site is secure, use the paraglider to cross the ravine and plant your TNT on the pipeline. Once ruptured, the pipe spews a geyser of water, which flows into the ravine below. With no safety cutoff valve, the water continues flowing, eventually flooding the diamond mine to the west.

## Buddy Wager

**Buddy Objective:** Go to the diamond mine and help your buddy.



**Mission Details:** The pipe's blown... Riverbed's starting to flood, just like we planned it. But the UFL is already starting to connect the stolen TNT back to my buddy's security gig at the diamond mine. I need to reach the mine and run interference against those troops.



Now that the ravine is filling with water, you can use it to reach the diamond mine. Descend the footpath on the west side of the construction site to access the bottom of the ravine. Here you'll find a swamp boat ready to go. Pilot it west toward the diamond mine. The slowly growing river won't get you all the way to the diamond mine, but it will put you just south of it. From there, move north on foot, carefully bypassing the nearby guard post.



Your buddy is near a large shack on the western side of the now-flooded mine. The UFL troops are all on the outside for now, so consider holding back in the jungle and picking them off one by one with a sniper rifle or your Dart Rifle. Circle around the shack and keep dropping the UFL troops until the Mission Completed banner flashes across the top of the screen. Before leaving the area, check in on your buddy and administer first aid if necessary.



# ACT II: THE CHAOS BEGINS...

Despite the promising signs of peace, things are starting to unravel in Bowa-Seko. One of the factions has won. Mbantuwe and Tambossa have pledged to work together. But like all previous cease-fires, this one is fragile and unlikely to last. This block of missions becomes available once all six faction missions are complete. At that time a faction winner is declared, determining the objectives offered in the remaining missions.

## WARLORD ASSASSINATION: UFL

### Mission Map



This mission is only available if the UFL is the winning faction. If the APR has won the war in your game, flip ahead to the APR version of this mission.

### NOTE

### UFL Briefing



If the UFL is declared the winning faction at the end of the six faction missions, head to the UFL HQ in Port Selao

to get an update from Mbantuwe and Voorhees. Apparently Mbantuwe and Tambossa have agreed to halt all fighting. Voorhees isn't all that excited about the peace deal, but Mbantuwe seems relieved. Mbantuwe wants you to deliver a note to Tambossa at the Dogon Sediko village to the northeast. As a tribute to the victor, Tambossa is expected to hand over a large attache case filled with diamonds. You're to accept the attache and deliver it back to Mbantuwe. It's a simple errand, but it pays well. Voorhees reluctantly hands over the mission folder and 40 diamonds in payment.



Your buddy greets you downstairs and asks you to bring the diamond attache to the airfield. Your buddies have arranged for

a pilot to take them out of the country. They'll all be waiting for you to show up at the airfield with the diamonds. Now that the war is over, there's no reason to stick around. Might as well take the diamonds and get out before both sides turn against foreigners like yourself. On the way out of the HQ, save your game.



## Sediko



SEDIKO



OBJECTIVE: DIAMOND ATTACHE

**Main Objective:** Deliver Mbantuwe's letter to Tambossa at the Dogon Sediko and collect the diamonds.



**Mission Details:** Mbantuwe is sending me to deliver a note to Tambossa agreeing to the terms of the peace deal. I've been instructed to bring back a "good-faith" tribute of diamonds from Tambossa. Who knows? This could actually mean peace—in spite of what Voorhees may think...



The river is the quickest way to reach Sediko from Port Selao. Board the swamp boat on the north edge of town and pilot it

along the northeast branch of the river. Dock it at the first bridge and hike north toward the village. But something's terribly wrong when you reach the village. A large fire has broken out, and Tambossa's men lie in dusty puddles of blood. The only signs of life are the goats and chickens wandering around.



Head to the building marked on the map to locate Tambossa. Given the scene outside, it's not surprising to find Tambossa lying motionless on the floor—at least the diamonds are still here.

**Main Objective:** Pick up the case of diamonds and rendezvous with my buddy.



**Mission Details:** Tambossa's sudden death isn't going to help me or the peace deal. At least the tribute was prepared. I need to grab the case of diamonds and get the hell out of here. It's starting to look like my buddy has the right idea...



As you grab the attaché case, you're attacked from behind and thrown to the ground. Once again you find yourself looking up at the Jackal. Looks like he's the one responsible for cleaning house around here. His speech is as cryptic as usual. It's unclear what this guy is trying to do, but he does intend to let you take the fall for the Sediko massacre. Soon after he rips the diamond attaché case from your hands, he stomps on your face and everything goes black...



Before grabbing the diamond attaché case by Tambossa's body, locate the diamond briefcase in



the village. It's in the tall structure to the north that is lined by a wooden staircase. Cut through the slats of wood covering a circular opening in the roof. Drop through the hole and open the diamond briefcase on the second floor.

At the end of this mission, flip ahead to *Prison Break* to continue the walkthrough.

**NOTE**



# WARLORD ASSASSINATION: APR

## Mission Map



### Legend

- APR HQ
- Main Objective

This mission is only available if the APR is declared the winning faction.

## NOTE

## APR Briefing



If the APR is declared the winner following the six faction missions, this is your next mission, available at the APR

HQ in Port Selao. Winning the war has put Tambossa in an unusually cheerful mood. The same can't be said for Greaves. Tambossa needs you to run an errand for him. He wants you to deliver a letter regarding the peace agreement to Mbantuwe at the Bowaseko Brewing Company to the south. In exchange, Mbantuwe will hand over a tribute to Tambossa—an attache case filled with diamonds. You're the middle man; deliver the note and bring the diamonds back to Tambossa. Greaves hands over the mission folder and 40 diamonds in payment.

But your buddy, whom you encounter downstairs in the HQ, has a different plan. All your buddies are getting ready



to escape the country. They've hired a pilot to fly them out, and you're invited. But first, they need to pay the pilot. That's where the diamonds come in. Instead of delivering them to Tambossa, your buddy suggests bringing them to the airfield so you can pay the pilot and secure passage out of this hellhole. Things won't get any better for foreigners once Tambossa and Mbantuwe join forces. But before you can mull over this decision, you need to get the diamonds. Save your game before leaving the HQ.

## Brewery



BREWERY



OBJECTIVE: DIAMOND ATTACHE



**Main Objective:** Deliver Tambossa's letter to Mbantuwe at the brewery and collect the diamonds.



**Mission Details:** Tambossa is sending me to deliver a note to Mbantuwe agreeing to the terms of the peace deal. I've been instructed to bring back a "good-faith" tribute of diamonds from Mbantuwe. Who knows? This could actually mean peace—in spite of what Greaves may think...



The brewery is on the southern shore of Lake Segolo. Leave Port Selao using the fishing boat at the southern docks and

make a beeline straight for the brewery—there's no need to worry about hostile forces. As you pilot the boat closer to the brewery, something appears to be wrong. A fire has broken out, and all of Mbantuwe's men are dead.



Proceed to the two-story house marked on your map. Mbantuwe's body is on the second floor—it looks like he was thrown through a door with tremendous force. Fortunately, the diamond attache case is in the adjacent office, sitting on a bench.

**Main Objective:** Pick up the case of diamonds and rendezvous with my buddy.



**Mission Details:** Mbantuwe's sudden death isn't going to help me or the peace deal. At least the tribute was prepared. I need to grab the case of diamonds and get the hell out of here. It's starting to look like my buddy has the right idea...

Go ahead and grab the case, but you won't be making it to the airfield. You're immediately shoved to the ground by a man wielding a machete—the Jackal! He lowers his weapon when he recognizes you, but he doesn't spare you his latest lecture on the poor state of the country. When he's finished, he rips the attache case from your hands and knocks you out with a quick stomp to the face. When Mbantuwe's men find you here, they'll assume you're responsible for this massacre.



## PRISON BREAK

### Mission Map



### Northern Cell Block

**Main Objective:** Escape the prison.



**Mission Details:** It's all falling apart, thanks to the Jackal. He murdered the losing warlord. And when I showed up, he sucker-punched me and let me take the fall. Now I'm stuck in some cell, God knows where...





Following your run-in with the Jackal, you awake inside a dusty cell within the old prison in Bowa-Seko's southern

sector. Through a hole in the wall you can see and hear your buddy in the adjacent cell. Apparently things didn't go as planned at the airfield. When you failed to show up with the diamonds, the pilot took off. Then the soldiers showed up and captured your best buddy. It's unknown if your other buddies escaped or if they were captured too. As the Jackal planned, the assassination is being pinned on you and your buddies. There's a good chance you won't live much longer if you don't escape soon. Shortly after your buddy talks to you, a couple of guards administer a beating and drag your buddy out of the cell..



When the guards have left with your buddy, you can kick a hole in the wall. Simply move toward the weak spot and interact with the wall. This gives you access to your buddy's cell, where you find a machete and an empty bottle of malaria pills on the ground. Conveniently, the guards left the cell door open when they dragged your buddy away. It's time to get out of here! Exit the cell and turn left, moving toward the steps at the end of the cell block.

When you reach the top of the stairs, take a left turn after the pillar to find an FNAL and DesertEagle sitting on a crate.

## NOTE

Once you've exited the northern cell block, the prison's exit is open and only a few paces to the west. If you're fine with leaving your buddy behind, rush out of the prison and proceed south toward the crossroads.

## NOTE

## Buddy Rescue



As you emerge from your cell block, raid the first aid kit hanging on the nearby wall to load up on syrettes. You're now in the prison's central courtyard. You can track your buddy's whereabouts by following the bloody drag marks on the ground. The drag marks lead to steps on the western side of the prison. Crouch and move along the western wall of the prison courtyard. Use the crates, sandbags, and pillars as cover while creeping toward the western steps leading into the prison's central underground cell block. If you're careful, you won't be seen by the guards. If you are spotted, pick up the pace and head downstairs.



Quietly explore the corridors of this cell block. You'll eventually hear voices. A couple of guards are talking in

a hallway near your buddy's new cell. The guards are both armed, but their weapons are slung over their shoulders. Attack swiftly, cutting down both guards before they can fire a shot. If they manage to shoot, the guards above will go on alert. The weapons dropped by the guards vary, but one is usually carrying a PKM light machinegun. This will make your escape much easier.

Once you've stocked up on weapons, proceed down the hall to a door made of steel bars—you can see bloody drag



marks on the floor beyond the door. Open the door and approach your buddy inside, who thanks you for your help. However, your buddy is unable to join you right now and tells you to go ahead; the plan is to catch up with you later. Saving



your buddy results in a boost in reputation and may even bump you up another level of infamy, but that won't mean much if you can't escape. Head back to the steps leading up to the courtyard and be ready for a fight.

## Escape



If you killed the two guards downstairs silently, the guards in the courtyard won't be on alert. If that's the case,

simply move to the prison's exit in the northwest corner and run off into the jungle. Otherwise, be prepared to gun down the guards in the courtyard. Crouch and peek over the top of the steps to engage the guards. If you can't see any guards, they may be to the right, preparing to flank the stairs. Listen for nearby voices and mow down anybody who tries to attack at close range. If the guards flee to the upper level, don't bother chasing them. Make a break for the exit and seek cover in the jungle.



The prison is on a hill directly north of the Mertens-Segolo Pipeline Company's pump house. To complete the mission, you must reach the crossroads at the base of the hill to the south. The terrain is quite steep, but if you stay concealed within the high grass alongside the road, you can make it to the bottom of the hill without drawing attention. Be careful when passing a shack directly south of the prison. There are several guards posted here, as well as an assault truck. If you want to expedite your trip to the bottom of the hill, kill all the guards and steal their truck. However, starting a firefight here might draw more guards to the area via patrolling cars or assault trucks, so be careful. If you do take the truck down the hill, be ready to stomp the brakes. The truck picks up speed quickly while racing downhill. You'll know you're in the clear when the *Mission Completed* banner appears across the top of the screen. Your phone rings, too. Who could be calling you now?



A diamond briefcase rests on this upper-floor landing in the shack south of the prison. Climb the ladder to reach it.





# ACT III: FRACTURED FACTIONS

The death of the losing faction's leader has shaken things up in Bowa-Seko. It's time to take advantage of the chaos and put an end to the factions. Depending on which faction won, you must take on one of the *Reprisal Killing* missions. Afterward, both *House Cleaning* missions must be completed, regardless of which faction won.

## REPRISAL KILLING VS. UFL

### Mission Map



#### Legend

- Mission Start
- APR Command Post
- Main Objective
- Bus Station
- Weapon Shop

This mission is only available if the UFL is the winning faction.

If the APR has won the war in your game, flip ahead to the APR version of this mission.

### NOTE

### APR Briefing

**Main Objective:** Meet Greaves at Sefapane.

**Mission Details:** I'm in the clear for now, but with Tambossa dead, both sides are on alert. It's tense but no one wants to make the first move. Nicholas Greaves called me from Sefapane, so it's clearly not business as usual around here. He wants to meet. I can't imagine what about...



Soon after escaping the prison, your phone rings. Unexpectedly, Nicholas Greaves is on the other end. Following Tambossa's

death, Greaves split Port Selao and is hunkered down at the APR's command post in Sefapane. He wants you to meet him there. The quickest way to reach Sefapane is by bus. Drive to the southeast bus station beyond the marina, but on the way, consider stopping at the weapon shop by Mike's Bar and upgrading your weapons. For this next mission you'll want to bring along a silenced weapon like the Dart Rifle or Silent MP-5. When you're geared up, head to the bus station and hitch a ride to the northwest stop. From there, take the provided car south into Sefapane.

Once in Sefapane, park your car and head to the APR command post on the west side of town. Greaves is in his office on the first



floor. Check your weapons at the door and walk inside. With Tambossa out of the way, Greaves has taken command of the APR. His first order of business is to take out the UFL's leader, Addi Mbantuwe, and he's picked you as the hit man for this job. Mbantuwe is currently hiding out at the Bowa-Seko Brewing Company on the southern shore of Lake Segolo. Take the mission folder from Greaves to receive 40 diamonds in advance, then save your game before exiting the office.

### Brewery



BREWERY



TARGET: ADDI MBANTUWE



**Main Objective:** Go to the brewery and kill Addi Mbantuwe.



**Mission Details:** Sounds like Greaves really intends to do it... He's running the APR now that Tambossa is dead—and he's sending me to eliminate Mbantuwe once and for all. I'll find Addi hiding out at the brewery.



There are a couple of quick ways to get to the brewery. Either take a bus to the Port Selao station and pilot a fishing

boat to the brewery, or take a bus to the southeast station and drive (or take a swamp boat) to the brewery. Either way, approach the brewery from the east and park your vehicle in the dense jungle. If you get too close to the brewery, the guards will go on alert and possibly attack, ruining the element of surprise. So stay a safe distance away from the brewery and hike in.

Mbantuwe is on the second floor of a two-story house. The thick foliage east of the house makes it possible to sneak up on



the structure's eastern entrance. But just in case, have your Dart Rifle at the ready. Approach the house's southeast corner and monitor the area around the side entrance for patrols. Once you've confirmed it's clear, creep into the house—there are no guards inside. Head upstairs toward your target and equip a silenced weapon if you haven't already.



Mbantuwe is shocked to see you, berating you for trespassing in his house and country. Fortunately, the guards outside can't hear his boisterous

tirade. Bring your machete down on Mbantuwe to silence him. As long as you keep things quiet, the guards outside won't know their boss is dead. Killing Mbantuwe completes the mission. Exit through the eastern doorway downstairs and disappear into the jungle to the east.

## REPRISAL KILLING VS. APR

### Mission Map



#### Legend

- Mission Start
- Main Objective
- UFLC Command Post
- Bus Station
- Weapon Shop

This mission is only available if the APR is the winning faction.

### NOTE

If the UFLC has won the war in your game, flip back to the UFLC version of this mission.

### UFLC Briefing

**Main Objective:** Meet Voorhees at Sefapane.



**Mission Details:** I'm in the clear for now, but with Mbantuwe dead, both sides are on alert. It's tense but no one wants to make the first move. Hector Voorhees called me from Sefapane, so it's clearly not business as usual around here. He wants to meet. I can't imagine what about...





As you near the crossroads south of the prison, you get an unexpected call from Hector Voorhees.

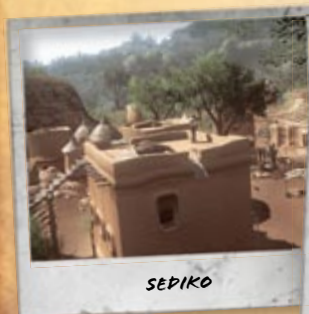
He wants to meet at the UFL command post in Sefapane to discuss some matter. Taking a bus out of the southeast bus station is the quickest way to reach Sefapane from your current location. Travel east along the southern shore of Lake Segolo to reach the bus station. Along the way, consider stopping at the marina's weapon shop so you can ditch those old weapons you grabbed at the prison. For your next mission you'll want a silent weapon like the Dart Rifle. Round out your weapons with an assault rifle and a pistol or submachinegun. Go to the bus station and catch a ride to the station just north of Sefapane. From there, drive the provided car into town. The UFL command post is on the east side of Sefapane. Check your weapons at the door and walk in to meet with Voorhees.



Voorhees is surprised you're still alive. He reports that Mbantuwe is dead, seemingly unaware you were

framed for his murder by the Jackal. With Mbantuwe out of the picture, Voorhees is taking command of the UFL—and he has no intentions of working together with Tambossa. He wants you to go to the Dogon Sediko and take him out. Voorhees warns you that Tambossa is surrounded by APR troops and will be tough to reach without a fight. Grab the mission folder from Voorhees to accept the job—Tambossa's hit is worth 40 diamonds.

## Sediko



SEDIKO



TARGET: MAJOR OLIVER TAMBOSSA

**Main Objective:** Go to the Dogon Sediko and kill Oliver Tambossa.



**Mission Details:** Looks like Voorhees is having to step up... He's running the UFL now that Mbantuwe is dead—and he's sending me to eliminate Tambossa once and for all. I'll find the major hiding out at the Dogon Sediko.

There are several efficient ways to reach Sediko from Sefapane. One of the quickest paths is to take the bus



to Port Selao, then grab a swamp boat and pilot it northeast. When you reach this bridge, dock your boat on the northern bank and hike up the hill to the north. This allows you to approach Sediko from the southern side, the optimal angle of attack. If you haven't stocked up on weapons and ammo, head to the weapon shop across the river before hiking into Sediko.



As Voorhees mentioned, the village is swarming with APR troops, including a rooftop sniper positioned on the tall

building at the center. Tambossa is inside the two-story structure on the south side of the village. Sneak through the tall grass on the south side of the village until you're lined up with the building where Tambossa is hiding. A canal-like depression in the terrain leads directly to the structure's southern entrance, allowing you to sneak in unnoticed. Still, keep your Dart Rifle at the ready in case you're spotted.



Inside, climb the ladder up to the second floor. Tambossa is visibly shaken by your sudden appearance—he seems

to know why you're here. He tries to talk his way out of it, forgiving you for all the actions you've taken against the APR. But don't let him delay you. If you hesitate too long, he'll draw his pistol and open fire, possibly killing you and definitely alerting the guards outside, which could jeopardize your escape. So take him out swiftly and silently using either the Dart Rifle or your trusty machete. When Tambossa is dead, the mission is complete. Sneak out the same way you entered, escaping to the south.



## HOUSE CLEANING: PART 1

### Mission Map



#### Legend

- UFLH HQ
- Subverted Objective
- Main Objective
- Bus Station

Regardless of which faction has won, this mission is available at the UFLH HQ immediately following the *Reprisal Killing* mission.

### NOTE

### UFLH Briefing

**Main Objective:** Go to UFLH HQ for a briefing.

**Mission Details:** Both warlords are dead... At this point both Voorhees and Greaves probably think I killed both their bosses. What now? Have things settled down? No news coming out of the APR, but the lights are at least on over at the UFLH...

The lieutenant you encounter during the briefing for House Cleaning Part 1 is the same one who rescued you after Town Escape. So this mission can be taken against the UFLH or APR, based solely on which faction you initially worked for. If you worked for the UFLH first, Kankaras or Carbonell will be waiting at the UFLH HQ. If you first worked for the APR, it will be Quiepo or Purefoy who gives you a briefing at Mike's Bar.

### NOTE



Head over to the UFLH HQ to get your next job. But instead of Voorhees, it's Anto Kankaras sitting at Mbantuwe's

desk. Kankaras is seizing the opportunity to take control of the UFLH—and he offers you a position at the big boys' table. But first he needs you to scrub Voorhees and Carbonell out of the picture. They're both at the TaeMoCo diamond mine to the southwest. Kankaras pays 25 diamonds in advance for accepting the mission.

### Diamond Mine



**Main Objective:** Go to the TaeMoCo mine and kill Voorhees and his aide.

**Mission Details:** Found my old boss keeping Mbantuwe's seat warm. Haven't seen him since Leboa-Sako. My reputation for regime change precedes me, because he's decided to clean house. He wants me to kill Voorhees and the rest of the leadership, down at the TaeMoCo mine. With those two out of the way, Kankaras becomes the UFLH warlord.





From Port Selao, take a bus to the southwestern bus station. Once you arrive, hop inside the nearby buggy and drive

north toward the TaeMoCo diamond mine, careful to avoid (or attack) the guard post along the way. As you near the mine, ditch your vehicle and move in on foot.



Voorhees and Carbonell are outside the ramshackle structure to the northwest—the same one where you rescued your buddy during the subverted *Pipeline Crossing* mission. The shack is surrounded by several guards, both patrolling and sitting around. You can't sneak into the building here without clearing out the guards first, so maneuver to the north side of the structure, creeping through the dense jungle foliage to remain concealed. If you still have your Dart Rifle from the *Reprisal Killing* mission, put it to work here. The guards are spaced out enough to where you can pick them off one by one without triggering an alert. Even if a few go on alert, they won't know where the shooting is coming from.

Once the security detail is eliminated, walk to the shack and confront Voorhees and Carbonell. Their responses are almost comical. Voorhees tells you to shoot Carbonell and Carbonell pleads with you to shoot Voorhees instead. It's your choice, but one (or both) of these guys must die. After you shoot one of them, the survivor tells you he can get you a clean shot at Kankaras back in Port Selao; but if you want Kankaras, you have to turn around and walk out, leaving one survivor at the diamond mine. If you don't feel like going back to Port Selao, open fire and complete the mission here. Otherwise, walk out to take on the subverted mission.

Voorhees will be joined by either Kankaras or Carbonell, depending on who gave you the briefing.

## NOTE

## Subverted Mission: Port Selao

**Subverted Objective:** Return to Port Selao and kill Anto Kankaras from outside the UFLH HQ.



**Mission Details:** The surviving man made me an offer, naturally. He says that if I let him live, he'll fix it so that I can go back to Port Selao and pop Kankaras from across the street while he's sitting there looking smug in Mbantuwe's old chair. Says the shutters will be wide open. A tempting offer...



If you choose to take the subverted mission, take a bus back to Port Selao. Before you attempt the hit, make sure you have a sniper rifle as your primary weapon. If necessary, stop by a weapon shop or safe house on your way into Port Selao. Once you arrive, look for this tall building in the center of town. A ladder on its western side leads to the roof.



Climb the ladder and turn west to spot the UFLH HQ. As promised, the shutters on the upper floor windows are open. Your target can be seen talking on a mobile phone in Mbantuwe's office. This is a simple assassination job. Center your crosshairs on your target's head and squeeze the trigger to complete the mission.

Either Kankaras or Carbonell will be your target in Mbantuwe's office.

## NOTE



## HOUSE CLEANING: PART 2

### Mission Map



#### Legend

- |                |                     |
|----------------|---------------------|
| APR Briefing   | Subverted Objective |
| APR HQ         | Bus Station         |
| Main Objective | Weapon Shop         |

This mission is available at Mike's Bar immediately following the *House Cleaning: Part 1* mission.



This mission can be taken against the APR or UFL, depending on which faction you already cleaned-up in Part 1. If its against the APR, you'll meet either Queipo or Purefoy at Mike's Bar.

### NOTE

### APR Briefing

**Main Objective:** Meet Reuben at the marina bar.



**Mission Details:** I got a call from Reuben Oluwagambi. He wants to meet at the marina bar. He says there's been some kind of development in his story. That means the Jackal could be involved. Reuben also warned me that we might have visitors...



Upon completion of your previous mission, you get a call from Reuben Oluwagambi, the journalist you first met in Leboa-

Sako. He says he has some important information and asks that you meet him at Mike's Bar at the marina. Whether you're at the diamond mine or Port Selao when you get the call, board the closest bus and take it to the southeast station. From there use the provided car and drive to the bar.

As you enter the bar, Arturo Queipo is sitting at a table by the door. Apparently this is what Reuben meant by



"company." Pass Queipo for now and head toward Reuben's table at the back. Reuben says there's been some sort of large shootout at the airfield. He's heading there now, but if he gets into trouble, he may call you. You're the only one who can help him here. When you're finished speaking with Reuben, talk to Queipo. Like Kankaras with the UFL, Queipo is making a play to become leader of the APR, but he needs you to take out Greaves and Purefoy first. They're both hiding out at Sepoko in the northeast sector. Queipo pays you 25 diamonds in advance for taking the mission. Before leaving the marina, stop by the weapon shop's armory to choose your weaponry. Make sure you bring a Dart Rifle on this next mission.

**TIP** While you're at the armory, consider loading a Carl G rocket launcher in your special weapon crate. If you don't own either, buy them. This rocket launcher will come in handy later in the game's final moments, and this is a good opportunity to stock your crate.

### Sepoko



APR HIDEOUT



**Main Objective:** Go to Sepoko and kill Greaves and his aide.



**Mission Details:** Reuben wasn't lying—we had visitors at the marina bar. Arturo Quiapo came south with the other APR commanders after Tambossa's death. Greaves is consolidating, but Quiapo has been inspired by my recent house-cleaning at the UFL. He wants me to kill Greaves and the other lieutenant up at Sepoko, while he moves into Tambossa's old office.

Once you've geared up at the armory, drive back to the nearby bus station and take a bus to the northeast station. From



there, Sepoko is a short drive to the east. Park your vehicle far out from the mission site and hike in. Approach Sepoko from the south side. This puts you near the shack where Greaves and Purefoy are hiding out. But it's also near the facility's entrance. Fortunately, their security detail is minimal on the south side. Instead of clearing out the whole facility, silently pick off the guards around the hideout shack. But be mindful of where your victims drop. If a body is within view of other guards, an alert will be triggered, making it more difficult to reach your targets. If you're patient, you can access the shack by taking out one guard near the main southern gate.

Greaves is joined by either Quiapo or Purefoy at the shack in Sepoko, depending on which lieutenant gave you the briefing.

## NOTE



The shack's entrance is on the south side, requiring you to enter the facility's main gate and sneak through a narrow

passage on the western side. As you enter, both Greaves and Purefoy throw up their arms and plead for you to execute the other—sound familiar? Since there are guards still patrolling outside, use your Dart Rifle or machete to eliminate one of the targets. On cue, the survivor offers you a deal. If you let him live, he'll arrange it so you can walk into the APR HQ in Port Selao without being checked for weapons. This'll allow you to march into Tambossa's office and execute Quiapo. If you like the sound of that plan, let the survivor live and head for Port Selao to conduct the subverted mission. Regardless of your decision, be careful while exiting the shack. Slip out the southern gate and creep through the high grass to safety.

## Subverted Mission: Port Selao

**Subverted Objective:** Return to Port Selao and kill Arturo Quiapo inside the APR HQ.



**Mission Details:** There's always a counteroffer. The survivor says he has loyal men at APR headquarters who want nothing more than to see Quiapo dead. He'll set it up so I can walk in the front door without checking my guns, and right up the stairs to Tambossa's office. A pleasant change from the usual routine.

If you leave one APR official alive at Sepoko, return to the bus station and catch a ride to Port Selao. Head



directly for the APR HQ and approach the doorman—instead of frisking you, the doorman gives you a thumbs-up, indicating he's in on the plan. Once inside, consider saving your game before commencing with the hit—things may get heated outside once Quiapo is dead. Head upstairs and walk into Tambossa's office, where Quiapo is busy working on something. Raise your weapon of choice and take him out to complete the mission.

Whoever gave you the mission initially (Quiapo or Purefoy) will be waiting in Tambossa's office.

## NOTE



Even if you used a silenced weapon, the guards outside the HQ become agitated following Quiapo's death and open fire on you as soon as you step outside, so be ready for a fight. You must escape the town to bring an end to the hostilities, so head east. If possible, reach the SUV parked south of the HQ and drive it across the bridge to the east. This puts you closer to your next objective.



## ACT III: WORLD 2 FINALE

Thanks to you, the factions are in tatters. But they're not out of commission yet. In fact, the surviving leaders of the UFL and APR are banding together in an effort to stop the civilian exodus by any means necessary. These final two missions play out back to back; if you have any unfinished business to take care of, do it now. By the time you reach *The Final Battle*, there's no turning back.

### HEART OF DARKNESS

#### Mission Map



#### Legend

- |                  |             |
|------------------|-------------|
| Mission Start    | Bus Station |
| APR Command Post | Weapon Shop |
| Main Objective   | Guard Post  |

#### Airfield



**Main Objective:** Find Reuben in the airfield hangar.



**Mission Details:** Just got off the phone with Reuben. He's been detained by militia at the airfield, along with a bunch of other foreigners. He's facing deportation...if he's lucky. Guess they don't like his reporting. He's been saying too much about the factions' attempts to stop the civilian exodus. I need to rescue him.

This mission is available immediately following *House Cleaning: Part 2*.

#### NOTE



Shortly after completing the second *House Cleaning* mission, you get a call from Reuben Oluwagambi. He says a

local militia has rounded up all the journalists and is holding them inside a hangar at the airfield east of Port Selao. The journalists have been told they're being deported, but



Reuben isn't so sure—there's a strong chance they'll be lined up and shot. He asks that you help him and the other journalists out by rescuing them. The quickest way to reach the airfield is by heading east out of Port Selao. The guard post south of the airfield is currently unmanned, so cruise through this checkpoint with no worries.



Park your vehicle south of the airfield and move in on foot. The airfield is lightly defended, with most of the guards

milling about the structure to the north. Sneak in on foot, creeping through the high grass to the west to reach the hangar where Reuben is being held. Move through the alley between the two large hangars to access the northern hangar's door.

Inside, Reuben thanks you for your assistance. He feels the journalists are being kicked out of the country



prior to the winning faction's brutal crackdown on the civilian population—they don't want the world to witness the atrocities that are about to occur. To thank you for your help, Reuben offers you some interesting information. He tells you the APR and UFLI have joined forces and are planning to show their unified power by quelling a riot at the old prison to the south. Reuben believes the Jackal started the riot. He suggests heading there to meet your old friend. Before you leave, Reuben asks if you can take some personal belongings with you. He's not sure if he'll make it out of the country alive. If he doesn't, he asks that you deliver these items to his family. Interact with Reuben to take the objects. Save your game inside the hangar, then slip back outside, silently escaping to your vehicle still parked to the south. It's time to pay the Jackal a visit and see what he's up to.

## Marina

**Main Objective:** Go to the prison to meet the Jackal.



**Mission Details:** Reuben is alive and well, and isn't leaving until his story is done—but the story is getting uglier. The factions have joined forces and they don't want any witnesses for what happens next. Reuben told me that there was some kind of uprising at the prison where I was held before. The Jackal's there.

The prison is far to the south, on the opposite side of the lake. Drive back to Port Selao and board a bus for the southeastern



bus station. From there, drive to the marina and stock up on weapons and ammo at the weapon shop. This is your last visit to a weapon shop and armory, so there's no need to save your diamonds any longer. Empty your pockets for any gear that might give you the upper hand in the battle ahead. First off, buy an M-79 grenade launcher and a Carl G rocket launcher. If you haven't already, purchase primary and special weapon crates. Bandoliers and webbing can help you carry more ammo and grenades, so consider such equipment purchases too. When it comes to equipment and upgrades, focus solely on the items that will benefit the weapons you plan to take with you.



In the armory, place a fresh assault rifle (like the AR-16) in the primary weapon crate and a Carl G rocket launcher in

the special weapon crate. This allows you to access these new weapons in the safe house beyond the prison. Having a new (and reliable) assault rifle halfway through the next mission will be helpful. And the Carl G rocket launcher is a critical piece of equipment when it comes time to deal with your old friends from the UFLI and APR. If you have a secondary weapon crate, pack it with a new M-79 grenade launcher. As for the gear you're carrying, bring along an AR-16, an M-79, and a Dart Rifle.

## Prison



Once you're stocked up on weapons and ammo, leave the marina and head east toward the prison. Along the way you'll

need to either circumvent or assault a guard post south of the brewery. If you're in an assault truck, man the turret and gun all the hostiles down from long range before driving past it. After passing the guard post, take a left at the next crossroad and head uphill toward the prison.





Ditch your vehicle before you reach the hut on the east side of the road. There are several guards here and an assault truck. It's difficult to slip past this area unnoticed, so initiate with your Dart Rifle. The enemy troops have the height advantage in this fight, so you don't want to give away your position by using a loud weapon. Instead, hide in the foliage on the sides of the road and pick off the guards one by one.



When you reach the prison, enter through the same gate you escaped from earlier. It seems the riot has been quelled.

There's nobody around, except for the Jackal—he's standing in the center of the courtyard. Move toward him to hear the details of his master plan. The Jackal is intent on getting the civilians out of the country. But he needs your help. First he wants you to get a case of diamonds from an arms merchant at a landing zone to the east. The diamonds are needed to bribe the border guards, helping secure passage for the rest of the civilians. He also reports that the surviving leaders of the UFL and APR are meeting at a camp not far from the landing zone. Since you're on friendly terms with both leaders, you can walk into the camp without raising suspicions—and then kill them.

As the Jackal talks, he leads you to this archway on the prison's east side. When he stops at this gate, walk through



and grab the small explosive ammo on the nearby crate. The Jackal is feeling confident about his plan. He wants you to meet him at the border when you're finished with your new objectives. Open the gate at the end of the passage to end this mission and begin your long hike to the border.

## THE FINAL BATTLE

### Mission Map





**Main Objectives:**

- Go to the jungle bivouac and kill both factions' commanders.
- Go to the LZ and recover the diamonds stolen by the arms vendor.

**Mission Details:** The Jackal plans to lead a civilian exodus out of the country. The UFL and APR have joined forces to stop him. He wants me to take out the leaders, and to kill the arms dealer and get his diamonds so we can bribe the border guards. He's insane...but he's right. I'll help him first...and maybe kill him later.

**Heart of Darkness**

JUNGLE ENCAMPMENT



Once you leave the prison, there's no turning back. You're now committed to the Jackal's mission. The jungle

east of the prison is dark and dense, but you won't face any opposition until you reach the southeastern sector of the Bowa-Seko map. The area labeled *Heart of Darkness* is an enemy camp situated in a small clearing. Stay on the high ground west of the camp to scout the area. There's an ammo pile beneath a hut to the east and a south-facing mounted MK-19 grenade launcher on the north side. Most of the guards are standing around and patrolling the camp's center, but there are a few posted near the grenade launcher to the north, effectively blocking your path and preventing you from sneaking out. It's time for some silent sniping.

Before attacking, maintain the high ground to the west, but find a good vantage point from which you can see a large portion of



the camp. Concealment is most important, so stay low and behind high grass or shrubs. When you're ready to attack, equip your Dart Rifle and start picking off targets. Take out isolated troops on the perimeter of the camp first—if they drop, nobody will notice for a while. But an alert will be triggered eventually. As long as you stay quiet and concealed, they won't be able to find you.

If you are spotted, stop sniping and go loud with your assault rifle and grenade launcher.



The grenade launcher is

perfect for dealing with these tight clusters of enemy troops. Target the ammo pile in the hut to cook off all those bullets—that's bound to kill a few enemies. Watch out for flanking maneuvers from the left. The enemy troops will race up to your perch if you're spotted, via the earthen ramp to the north. Either ambush them as they race up the ramp or fall back to the southwest and take them out at long range.



Once it's clear, cautiously move down into the camp with your assault rifle at the ready. Some of the troops may

have retreated to the west, so watch out for counterattacks from this direction. If you need more syrettes, there's a large first aid kit on the south side of the camp. If the ammo pile was destroyed during the fight, don't worry—there's another one at the nearby safe house.

Exit the *Heart of Darkness* camp via the western passage. Beyond the camp is a faint footpath. Follow it to a safe house by



a small stream. An ammo pile is inside the safe house, along with a bottle of water and a small first aid kit—there are no weapon crates inside this safe house. Stock up on supplies, then hit the cot for a quick nap to save your game before moving out again.



## Swamp



From the safe house, follow the stream east toward the swamp. A couple of guards stand watch along this path before you

reach the swamp. Crouch behind a bush or tree and take them both out with the Dart Rifle. If you need more grenades, cross the stream and look for a small hut near the waterfall. A small box of explosives and a small first aid kit sit on a table, along with the skeletal remains of some animal.

Continue your journey into the swamp, staying along the west side of the water. Another small enemy encampment is at the north



edge of the water. Here a small group is gathered around an ammo pile. Scout out the area with your monocular first to get a good angle on the ammo pile. Then equip your M-79 grenade launcher and take aim at the ammo pile. If you can hit it with a grenade, you can wipe out most of the enemy troops, but at this range it takes some skill to score a hit, so tilt the weapon's barrel up to compensate for the distance, and lob your first round toward the ammo pile. Even if you miss, the exploding grenade is likely to take out a few of the enemy troops.

After firing the first grenade, pause momentarily and monitor the behavior of the surviving troops. Surely they'll be on



alert, but they may not have spotted you. If that's the case, stow your grenade launcher and pick them off with your Dart Rifle. Otherwise, use your assault rifle and grenade launcher to clear out the survivors. When it's clear, approach the north side of the swamp and stock up on ammo if the ammo pile is still in one piece. If you're dangerously low on ammo, grab an assault rifle off one of the dead enemies.

## Crevasse



Your next obstacle is a deep crevasse, guarded by a few enemy troops. To reach the other side, you must first

move through the crevasse, entering from the north. There's little room to maneuver or hide in this narrow passage, but there are a few logs and shrubs you can use for partial concealment. Crouch and creep south along the path. There are three guards near the middle of the crevasse. When you spot your first enemy, equip your Dart Rifle and take him out quietly. This may alert other guards, but they probably won't spot you. Take them down, too, before they move any closer to your position.

A fourth guard patrols the ramp leading out of the crevasse near the aircraft wreckage. Hold north of the wreckage



and wait for him to move into sight. Once he's down, the area is clear of threats. If you need more syrettes, a small first aid kit lies near the plane wreckage.



After exiting the crevasse, turn north. You're still on the south side of the crevasse, but now you can access this rock archway

to cross it. Cautiously traverse the arch, careful not to fall down into the crevasse. On the other side is another safe house.



The safe house is stocked with your weapon crates, allowing you to refresh your arsenal before hitting the mission's



main objectives. Exchange your Dart Rifle for the Carl G rocket launcher loaded in the special weapon crate. Then grab a fresh assault rifle out of the primary weapon crate and a new M-79 grenade launcher from the secondary crate. Save your game at the cot, then max out your ammo from the ammo pile before exiting.



From the safe house head west and follow the path to the faction encampment. Along the path is this explosive pile.

Raid this stash to max out your hand grenades and ammo for your grenade launcher and rocket launcher. The encampment is a short hike beyond this point.

## Faction Bivouac



The combined APR and UFL encampment is a cease-fire zone, much like the towns. So don't shoot anyone here or else you'll initiate a bloodbath. The guards here will walk past you without a second glance. After all, they think you're on their side. During the *House Cleaning* missions you eliminated most of the factions' command structure, but

each faction has two leaders remaining and they're meeting in a thatched-roof hut on the north side of the camp. The camp is patrolled by troops armed with a variety of weapons, including sniper rifles and rocket launchers. There's even one guy with a mortar. If you walk up to your targets and kill them at close range, you'll never get out alive, so you're better off holding back and blowing the hell out of the meeting place from long range with your rocket launcher.



Stay as far to the west as possible, but look for a good vantage point on the hut where the faction meeting is taking place.

Your goal is to fire the rocket and escape the camp as quickly as possible (to the west) before the guards catch on and target you. Once you have a good spot picked out, monitor the nearby guards and patrols. You can't let any of the guards see you shoot the rocket, or else they'll attack and alert the rest of the camp to your whereabouts. So patiently watch the guards on the north and south sides of the camp and hold off the attack until they're not looking in your direction. While you're waiting, equip the Carl G rocket launcher and zoom in on the hut—aiming at the hut will not provoke the nearby guards. A large opening in the hut's western wall allows you to see both faction leaders inside. When you're ready to attack, center the rocket launcher's crosshairs on one of the leader's heads and fire your rocket, guiding it directly inside the hut. The rocket explodes with spectacular results, killing everyone inside.



But don't stick around and admire your work. As soon as the *Reputation Increased* banner flashes across the top of the screen, turn around and dash west, exiting the camp before the guards can respond to your attack. If you're quick and avoid detection when launching the rocket, you can escape without drawing a single shot in your direction. Head back to the safe house and save your game before proceeding to the landing zone.



## TIP

If you prefer awkward reunions, you can march directly into the hut where the two leaders are meeting without coming under attack. Despite their promises to include you in the country's future plans, they're less than welcoming when you walk in. Don't let their rude behavior get to you. Shooting them in the hut will cause their bodyguards (and every other hostile unit in the camp) to target you. You're better off making the hit from long range—or covertly dropping an IED nearby and detonating it as you calmly walk out of the camp.



## Landing Zone



LANDING ZONE



The landing zone is a short hike southwest of the safe house. At the center is a landing pad surrounded by a low fence.

The grounds are loaded with supplies too, so stock up on grenades, ammo, fuel, and syrettes before speaking with your buddy at the landing pad. Things are about to get hairy, so make sure you're well prepared.



It looks like your buddy has beaten you to the objective and killed the arms merchant—the diamonds are in the

case on the ground. But your buddy isn't going to give them up for the Jackal's plan. That becomes obvious when your best buddy from Leboa-Sako appears—the same one you thought was killed back at Mike's Bar.

Your Leboa-Sako buddy says you're not part of their plan and suggests killing you. When a weapon is raised, beat it



to the punch and score the kill before being fired upon. Once your Leboa-Sako buddy is dead, your Bowa-Seko buddy apologizes, then draws a weapon. Don't let the trigger be pulled—the shotgun will kill you at this range. Immediately gun this former buddy down. But don't pick up the diamond briefcase yet. Doing so triggers a second wave of attacks, so take a moment to heal yourself (if necessary) and prepare for the next round.

## TIP

Your buddies are far more durable than any other enemies you've encountered. For best results, drop them quickly by scoring headshots.



As soon as you grab the diamond briefcase, the rest of your buddies from Leboa-Sako will attack. So plan out your next step

before you're ambushed. Instead of fighting in the arena-like landing zone where you can be easily flanked, consider making a stand in the stream to the northeast. But you have to make it there first. Locate the direction of the stream and orient yourself so you're facing northeast before you grab the case. Once you've got the case, sprint to the northeastern stream.



## The Jackal's Hut



When you reach the stream, take cover near this rock and turn around to engage the buddies hot on your trail. The

narrow passage between the landing zone and the stream is an excellent choke point. Equip your grenade launcher and saturate this area as your former buddies attack. The explosive barrels to the south give your firepower a little extra boost, so be sure to target them when a buddy moves next to them.

### CAUTION

If you can't get out of the landing zone area before your buddies attack, seek cover immediately.



This hut-like structure to the south is a good spot, putting you out of the mounted machinegun's line of sight. Most of your buddies are armed with shotguns, so don't let them get too close or their weapons will chew you up quickly. Answer back by engaging them directly with the grenade launcher. It may seem like overkill, but when you're swarmed by attackers, it's the quickest way to deal with the threats.



When the dust settles, some of your buddies may still be alive, writhing in pain on the ground. Listen for their groans to locate them. When you interact with them, you can't heal them this time and pull them back up on their feet. The only option is to mercy-kill them. You automatically draw the pistol from their holster and hold it up to their head. Pull the trigger to end their pain. Alternatively, you can just walk away and let them bleed out. After leaving your buddies at the landing zone, proceed to the nearby safe house and save your game before heading to the Jackal's hut.

**Main Objective:** Go to the Jackal's hut and deliver the diamonds.



**Mission Details:** It's done. Everyone's dead. Enemies...friends. Everyone except for me and the Jackal. He's waiting at a small hut just past the canyon truck pass—waiting for these diamonds before he dynamites the pass shut. This is it.



The journey to the Jackal's hut is relatively uneventful. However, there are a few faction troops gathered near a pond to the south of

the hut. You can hear them talking as you draw near. Neutralize them and continue hiking north to the Jackal's hut. Inside, the Jackal is preparing for the next phase of the mission. Interact with him to hand over the diamond briefcase. He checks over the case's contents and puts a pistol inside.

**Main Objective:** Pick up either the battery or the briefcase.



**Mission Details:** Time's running out, for everyone. The diamonds have to be delivered to the border guards, or the refugees may be no better off than they were with the factions. And the only way to block the factions from following the refugees over the border is to set off the Jackal's dynamite—by hand, with a battery.

While dousing the hut with petrol, he tells you the APR and UFL troops are heading this way to prevent the civilians from crossing the border. The



dynamite is in place on the nearby cliff's overhang. Once it's detonated, the falling rubble will prevent the factions from reaching the border crossing. But there's one problem—the dynamite's detonation cord isn't functional, so one of you will need to set off the explosives by hand, using a car battery to short-circuit the blasting caps. Of course, whoever does this is dead. The other guy is responsible for getting the diamonds to the border and bribing the guards, securing passage for the civilians. But that task isn't so risk-free either. Once the guards have been bribed, whoever delivered the diamonds is to shoot himself in the head. The Jackal sees you and himself as part of the "cancer" plaguing the country. If either of you is allowed to survive, the Jackal feels the whole mission will have been a waste, and the same atrocities will start over again. So you're left with one decision: diamonds or dynamite.



## Dynamite



OBJECTIVE: DYNAMITE

**Main Objectives:** Go to the canyon overhang and detonate the dynamite with the battery.



**Mission Details:** To cut the road to the neighboring country, the Jackal has set up a cache of explosives. It's at the foot of a large overhang above the narrow pass. Unfortunately, it can't be triggered remotely. Guess I gotta go in there and do it manually. Battery and jumper cables. So long.



If you choose to take the battery, exit the hut and turn left. Just beyond the hut to the west is a narrow footpath leading up to the overhang. This path is guarded by a few faction troops, so be ready for a fight. Hit them aggressively, using up any grenades or molotov cocktails in your inventory. There's no need to hold back—you won't need your gear after you complete this objective.



As the Jackal promised, three crates of TNT are positioned on the overhang above the road. Interact with the crates to set the battery down and prime the fuses. Once that task is complete, interact with the battery to touch the fuses to the battery posts, instantly detonating the TNT and completing the mission.

## Diamonds



BORDER PATROL COMMANDANT

**Main Objectives:** Go to the border patrol camp and give the briefcase to the commandant.



**Mission Details:** There's a border patrol camp not far from the canyon, where the refugees have gathered. But they aren't going anywhere till the guards get the money they were promised.





If you chose to take the diamonds, follow the footpath north of the Jackal's hut. There are two groups of enemies you encounter along the way, one not far from the hut. Stick to the grassy sides of the road for better concealment. This allows you to get the jump on both groups, significantly reducing the risk of this final objective. Hit the faction troops hard, using your grenade launcher. If you're running low on ammo, grab one of your victims' weapons and finish the job.

When you reach the gate of the border patrol camp, turn left and enter the office. Here you'll find the border patrol commandant—he's the one wearing red camo. Interact with him to hand over the briefcase full of diamonds to complete the mission.



## Epilogue



Whether you took the diamonds or the car battery, the end result is the same in the concluding cutscene. A large explosion rocks the overhang in the distance while the commandant inspects the diamonds. Reuben can be seen standing in the background, taking in the scene at the border camp as the refugees prepare to move out. It looks like Reuben and his story will make it out after all... Maybe you'll get a mention?





## BOWA-SEKO SIDE MISSIONS

The side missions in Bowa-Seko play out just like those in the previous district, offering buddy quests and assassination, convoy, and underground missions. The parameters and rewards are all the same, with some minor exceptions: The assassination missions now pay 15 diamonds per hit, and each convoy destroyed unlocks two weapons instead of three. But the buddy quests still boost your reputation, and the underground missions are your source for malaria medication.

### BUDDY QUESTS



MIKE'S BAR

The new buddies you accumulate in Bowa-Seko all hang out at Mike's Bar in the marina. Step inside and interact with your buddies here to get new quests. The

objectives of these quests range from simple theft to assassinations. When you achieve the main objective, return to Mike's Bar and talk to the buddy who gave you the quest to complete it. As in Leboa-Sako, buddy quests cannot be taken back to back. You must complete a different type of mission in between each buddy quest. The convoy missions are a good option given the weapon shop's proximity to the bar.

### Wipe the Competition



UFLC OUTPOST



TARGET: ARMS SMUGGLER

**Main Objective:** Go to Sefapane and kill the arms smuggler at the UFLC outpost.



**Mission Details:** There's a gun smuggler at the UFLC command post in Sefapane. He's there to seal an agreement, supplying the UFLC with arms. Marty Alencar wants this business for himself. So he's asked me to head there and take out the smuggler. That'll clear the way.

### Tactics

The cease-fire in Sefapane makes it easy to get close to your target. Before heading out, grab a Dart Rifle from the armory



by Mike's Bar. At Sefapane, move to the east side of the church and turn toward the UFLC command post nearby. The smuggler is within plain sight, pacing around the command post's courtyard, occasionally inspecting the ammo pile. Raise your Dart Rifle and take aim at the smuggler's head. It's not a difficult shot at this range, and the UFLC troops won't even respond as long as you're quiet. Once the job is complete, go back to Mike's and tell Marty his business rival is permanently out of the picture.



### Marty Alencar's Quests



## Buddy Quest Map



### Little Conspiracy



TAE-MOCO MINE



TARGET: MINE CHIEF

**Main Objective:** Go to the TaeMoCo mine and kill the mine chief.



**Mission Details:** Marty tells me that Addi Mbantuwe wants the mine foreman dead, but he can't ask his own UFL troops to do it since there are some loyalties there. Marty passed it along to me. I guess if I do it right, everyone will blame the APR.



## Tactics

Grab a sniper rifle from the armory before heading out to the mine to perform this simple assassination. The mine is well defended



by UFL troops, so enter the area carefully, preferably from the north. The mine chief is standing on the northwest side of the facility, near the large shack. Stay in the jungle on the mine's east side until you spot the target. Take aim and score a headshot to complete the task. The report of your rifle puts the UFL troops on alert, but if you only fire one shot, they'll have a difficult time locating you. Creep back out through the jungle to the northeast, then head back to Mike's Bar to inform Marty that the job is complete.

If you're playing as Andre, Hakim, Frank, or Xianyong, Marty Alencar makes his appearance in Bowa-Seko instead of Leboa-Sako.

## NOTE



## Xianyong Bai's Quests

### Passport to Hell



TOURIST RESORT HUT



TARGET: PASSPORT BRIEFCASE

**Main Objective:** Go to the tourist resort and destroy the passport briefcase.



**Mission Details:** Xianyong Bai was telling me about some guy he knows that's sitting on a big stash of passports, waiting for some reason to sell them off. Bai hates this guy and wants to destroy these travel docs just out of spite. He's asked me to take care of it.

## Tactics



Infiltrating the heavily guarded tourist resort is never easy, so set out to destroy the passport briefcase from long

range. You'll need a Carl G rocket launcher; grab one from the armory if you don't have one already. Approach the tourist resort from the northern riverbank. The briefcase filled with passports is inside the large waterfront hut in the center of the resort. Climb onto the nearby rock and take aim with your rocket launcher. Fire the rocket and guide it into the hut's front door. Upon detonation, the passports are toast. Retreat north before the guards at the tourist resort can respond. Head back to Mike's and tell Xianyong the job is done.

## Treasure Hunt



ARTIFACT SITE



OBJECTIVE: ARTIFACTS

**Main Objective:** Go to Sepoko and find the artifacts.



**Mission Details:** Xianyong says there's a stash of small but valuable artifacts hidden near the old border post at Sepoko. Hector Voorhees is also looking for them and thinks Bai's involved. Bai needs to stay clear of the area or it could screw up my plans. I gotta find the artifacts for him.



## Tactics

The artifacts lie in a depression in the desert, just north of Sepoko. But Bai was right about Voorhees.

Three of his men wander the desert looking for the same artifacts you're after. If conducting the mission at night, it's possible to sneak into the desert and grab the artifacts without being seen. But if taking on the task during the day, bring along the Dart Rifle and silently pick off the three mercs from long range. Be careful; if they see you and open fire, more guards from nearby Sepoko may arrive to investigate. So take them out quickly and silently to prevent the alert from spreading. Once they're neutralized, grab the artifacts and get back to Mike's for your debriefing.



**Main Objective:** Head to the old dental clinic and destroy the radio transmitter.



**Mission Details:** Frank's managed to piss off somebody with access to a high-powered radio transmitter... Now this guy's broadcasting Frank's description on all channels, denouncing him and calling for his head. Frank's understandably upset. He wants me to knock the radio transmitter out of commission.

## Tactics

The radio transmitter is in a hut on the west side of the dental clinic. Reaching it unnoticed is nearly impossible,



so prepare to do a little house cleaning before making a move on the transmitter. Just as in the subverted mission in *Dental Plan*, approach the clinic from the northern footpath to flank the sniper on the tower—take him out silently with the Dart Rifle. Then occupy the sniper perch and begin picking off guards around the hut. Guards dropping dead all of a sudden triggers an alert, so consider ditching the tower to avoid being detected. Move to the clinic's east side and look for opportunities to raid the transmitter hut. The transmitter is fragile and can be destroyed by shooting it, smacking it with your machete, or by blowing it up with an IED. Knock it out then escape to the east. Make your way back to Mike's to tell Frank the good news.

## School's Out



**Main Objective:** Go to the Polytechnic and destroy the supplies.



**Mission Details:** Frank says a former associate of his has gone into business for himself. And Frank has been cut out of the profits. I need to head to the Polytechnic, destroy his former partner's supplies, and shut down that business.

## Frank Bilders's Quests

### Wanted





## Tactics

As in *Bunker Buster*, avoid a direct assault on the Polytechnic—and go in with silent weapons to avoid triggering a

firefight. Sneak up from the west, accessing the back of the school from the northern riverbank. This puts you close to the supply room. But before hitting the supplies, hide among the high grass and rocks and take out any guards patrolling the back of the school. When it's clear, approach the supply room—but you don't have to enter: There are a couple of red explosive barrels inside the supply room—shoot or throw a grenade at them to trigger a large explosion, destroying the supplies. Sneak out and return to Mike's before the rest of the school's guards start searching for you.



## Nasreen Davar's Quests

### Guina Assassination



DOGON VILLAGE



TARGET: APR OFFICIAL

**Main Objective:** Go to the Dogon village and kill the APR official.



**Mission Details:** Nasreen has some past business up at the Dogon village that she doesn't want anyone knowing about. She's covered her tracks well enough, but now some high-ranking APR official is snooping around there. She wants me to take him out.

## Tactics

The APR official is lingering about the southwest corner of the village, which makes him extremely difficult to reach. Given the presence of the rooftop sniper (equipped with a mortar), sneaking into the village is very dangerous. But if you move in from the north side of the village with silent weapons, you can get to the APR official with minimal threat. Bring along a Silent MP-5 and Dart Rifle to deal with the few patrolling guards along this path. Once you've entered from the north, stay as far west as possible, avoiding the bulk of the guards to the east. Keep pushing south until you can engage the APR official—gun him down before he can draw his pistol, then make your escape. Either sneak out to the north or use the paraglider on the cliffs above the northern ravine—the preferred method if an alert has been raised. Get back to Mike's at the marina and check in with Nasreen to complete the mission.



## Driveby



AIRFIELD



TARGET: ARMS DEALER

**Main Objective:** Go to the airfield and kill the arms dealer.



**Mission Details:** Nasreen says a small arms dealer is arriving at the airfield east of Port Selao to broker a bunch of guns with one of the merc outfits. She thinks it's best for everyone if the deal never happens...and the dealer goes away permanently.



## Tactics



Unlike most assassination targets, the arms dealer at the airport is tough to spot because he's dressed just like the mercs

surrounding him. Nasreen's target is wearing a light-colored camo shirt and khaki pants. He's also armed with an AR-16 assault rifle and is hanging out between the car and the airplane by the runway. Sniping is the best way to take him out, so secure a position on the north edge of the airfield. You might have to take out a few guards on the way in, but do so silently with either your machete or your Dart Rifle. It's tough to get within close range without being spotted, so use a semi-automatic sniper rifle to seal the deal—the Dart Rifle is ineffective at such ranges. If you don't get the *Objective Updated* notification after the kill, you shot the wrong target. Keep pumping rounds into the guys by the plane and car until you kill the arms dealer. Once you've taken out the target, sneak away to the west and refrain from engaging any other targets unless you're spotted. Get back to Mike's and tell Nasreen about your success.



## Hakim Echebbi's Quests

### From Afar



PIPELINE CONSTRUCTION SITE



TARGET: TOWER THUG

**Main Objective:** Go to the pipeline construction site and kill the man on the tower.



**Mission Details:** Hakim Echebbi wants me to take out a thug manning the pipeline tower. Sounds like he had a run-in with him, and this guy stole from him. Hakim holds grudges.

## Tactics



Just as in *Pipeline Crossing*, the best way to attack the construction site is from the observation post to the west, on the opposite side of the ravine. Sneak up behind the post and silently eliminate the sniper and the guard near the MK-19 grenade launcher—use a Dart Rifle or your machete. Once the post is all yours, locate Hakim's target on the tower at the construction site—he's the guy wearing a suit. Equip a sniper rifle and take aim, completing the task with a single headshot. Even as the other guards go on alert, they'll have no idea where the shot came from. Don't bother sticking around. Head back to Mike's and relate the details of your hit to Hakim.

## Dirty Talk



APR COMMAND POST



OBJECTIVE: GREAVES'S NOTES

**Main Objective:** Go to Sefapane and grab the meeting notes from the bedroom.



**Mission Details:** Hakim is trying to earn some favors with the UFLL. He got some intel from inside the APR command post in Sefapane... Apparently Nicholas Greaves is in the habit of leaving his notes on his bed stand there. Hakim wants me to break in and take those notes.



## Tactics

Thanks to the cease-fire in effect at Sefapane, getting inside the APR command post is the easy part. It's the



escape that's the real challenge. Soon after you enter the command post, all the guards outside go on alert. Rush upstairs, grab Greaves's notes in the bedroom, then head up to the command post's rooftop. From here target the APR troops on the ground, blasting the various explosive objects surrounding the command post. Tossing grenades and molotovs from the rooftop is also very effective. But don't jump off the roof. Instead, head downstairs but watch for more APR troops camping on the first floor. Clear them out with a grenade, then rush out of town to the west. When you're a safe distance from Sefapane, the alert ceases and you can return to Mike's to hand the notes over to Hakim.



## Andre Hyppolite's Quests

### A Pumping Explosion



PUMP HOUSE



OBJECTIVE: BRIEFCASE

**Main Objective:** Go to the pump house and retrieve the briefcase.



**Mission Details:** Andre Hyppolite wants me to retrieve a briefcase at the pump house. It's got some important financial documents that might confirm his suspicions regarding a certain business dealing... I didn't ask.

## Tactics

The thick jungle surrounding the pump house makes it easy to get in close without being detected by the guards.



Approach from the east, moving along the southern shore of Lake Segolo. Using a silent weapon of your choice, eliminate any guards near the pump house's eastern entrance. There may be guards standing outside the southern and western entrances too, so be careful when entering. If you make too much noise, they'll go on alert and investigate. Crouch while moving to the desk in the pump house, and grab the briefcase. Creep back out to the eastern jungle and get away before the guards discover their dead comrades. Return to Mike's Bar and deliver the case to Andre.

## Jack in a Box



WEELEGOL HUT



OBJECTIVE: BLOODY BOX

**Main Objective:** Get the box from the killer in Weelegol.



**Mission Details:** Andre said somebody killed Tambossa's brother. As proof of the deed, the sick bastard took something from the victim and stuck it in a box. Addi Mbantuwe wants that box...for what, I don't even want to speculate. But Andre thinks it might be in our interests if I retrieve the box and hand it over to the UFL.



## Tactics



Breaking into Weelegol village is practically impossible, even in the dead of night. You must shoot your way in. Set

up on the north side of the village with your favorite semi-automatic sniper rifle. This puts you relatively close to the hut where the box is located, plus the high terrain gives you a good view of the village. Before opening fire, take note of all the explosive barrels and propane tanks in the village—

some are only visible through slats in the outer fence. When you're ready to attack, kill as many guards as possible in rapid succession. When there are no more visible targets, start setting off the explosive objects to create a huge fire in the village. This may draw more guards out of cover, allowing you to pick them off. Before the fire goes out, rush toward the village, grabbing an assault rifle or shotgun off one of your victims. Move into the hut and grab the bloody cardboard box. A diamond briefcase is in the hut too, along with two guys in suits—are they the killers? You don't need to kill the suits, so take the box and rush out of the village before any of the surviving guards can counterattack. On your way out, use molotov cocktails or the flamethrower to start grass fires behind you, helping delay your pursuers. Get back to Mike's at the marina and deliver the gory box to Andre.

## ASSASSINATION MISSIONS



The assassination missions in Bowa-Seko are similar to those found in Leboa-Sako. Simply go to one of the four cellular antennas to get a mission—the target's location appears on your in-game map. However, this time you're awarded 15 diamonds upon the completion of each mission. Here's a brief rundown of each target and the best way to accomplish each hit.

## Dogon Village Target

### Tactics

Given the heavy security detail in the Dogon village, getting to this target can be dangerous. For best results, infiltrate the village from the north and bring

along a Silent MP-5 or Dart Rifle to covertly neutralize guards and the target. Once you're inside the village, find a good hiding spot and watch the target's movements. Wait until he moves away from the large concentration of guards at the middle of the village before attempting the hit. In some instances, he may walk directly toward your position on the north side of the village. Take him out quietly, then escape to the north before the guards go on alert.

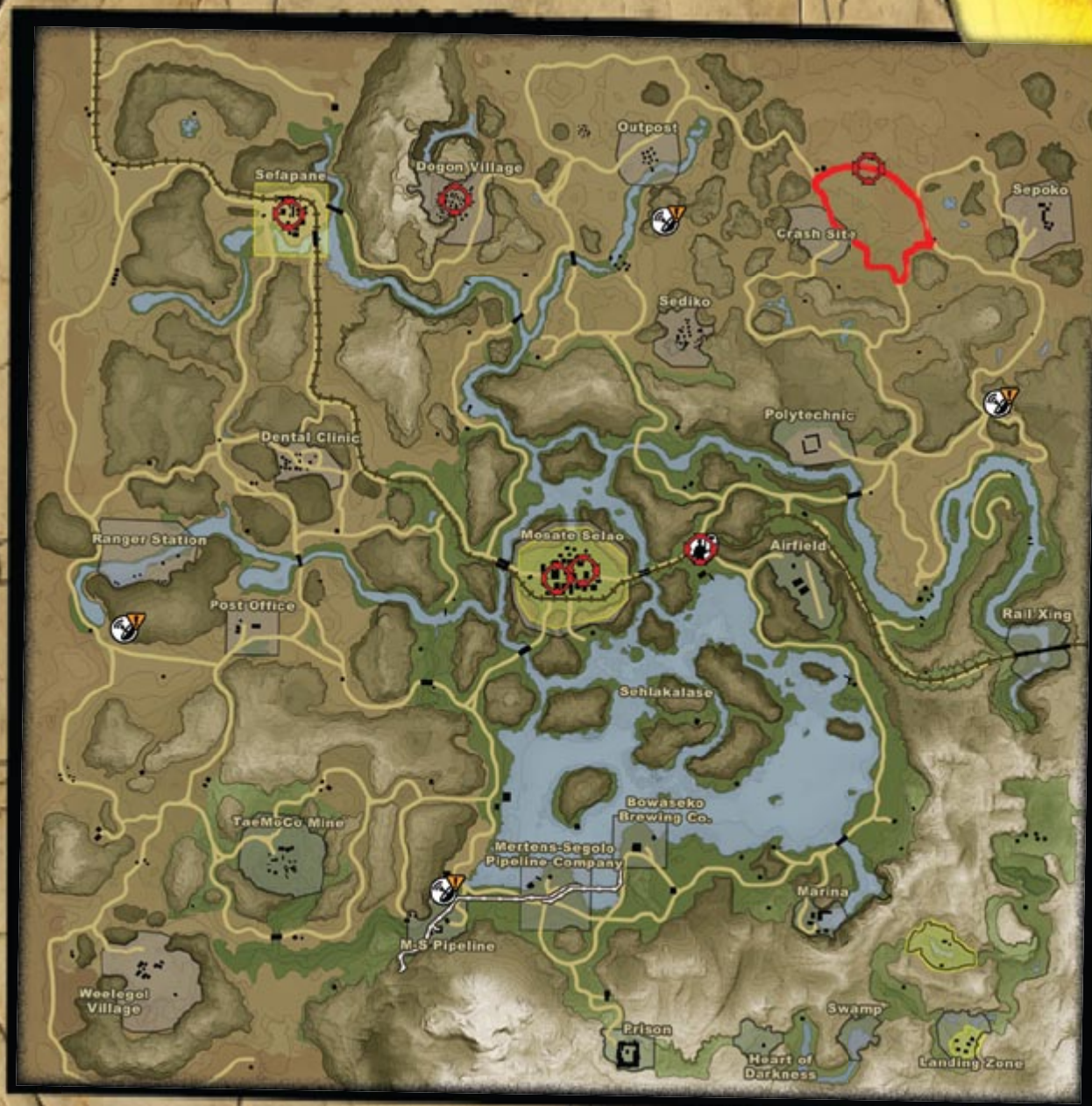


TARGET

Map on Next Page



## Dogon Village Map



### Legend

- |                  |              |
|------------------|--------------|
| Cellular Antenna | Guard Post   |
| Target           | Convoy Route |



## Port Selao Target (East)



### Tactics

This target hangs out in front of the APR command post in Sefapane, surrounded by APR troops. But

you can take him out from long range by climbing to the top of the church bell tower. Hack your way into the boarded-up entrance with your machete, then climb the ladders inside. A diamond briefcase awaits at the top. The window at the top conveniently overlooks the APR command post. To avoid detection, perform the hit with the Dart Rifle. But wait until you have a clear headshot. The wall, tree, and other nearby objects may deflect your round. The APR troops will be startled by your silent work, but they don't have enough information to hunt you down. Descend the tower and melt into the crowd.



### Tactics



This one is easy. Before heading to Port Selao, make sure you have a Dart Rifle. Once in town, locate the building with

a ladder propped against its western wall. The ladder leads to the rooftop—climb it. From the rooftop you can silently snipe the target in the street by the APR HQ. The hit will certainly catch the attention of the nearby guards, but they won't have a clue where the shot came from. Calmly descend the ladder and proceed to your next job.

## Sefapane Target



## Northeast Convoy Target



### Tactics



Before heading out for this job, grab some IEDs from an armory. This target drives around the northeast sector in an

SUV escorted by two assault trucks. Head to the northeast sector in a bus. Upon arrival at the northeast bus station, drop some IEDs on the nearby road and wait for the convoy to approach—the vehicles drive directly in front of the bus station. Hide near one of the buses, then when the vehicles straddle your explosives, detonate your IEDs to wipe out all three vehicles.

**TIP** If the SUV is damaged or gets stuck along the route, the target will get out and hide. If this happens, track the target's location on your map and hunt him down. Beware his bodyguards and the assault trucks.



## Guard Post Target



### Tactics



Head toward the guard post east of Port Selao to engage this target. He's simply standing around smoking and

talking on his cell phone. To avoid drawing the attention of the guards, attack with the Dart Rifle. Stay low and within the high grass to the southwest side of the guard post. When you have the target in sight, take aim and fire, scoring a headshot for the instant kill. The guards go on alert immediately following the hit, so slowly creep away from the guard post to avoid setting off a firefight.

## Port Selao Target (West)



### Tactics

This mission is nearly identical to the other Port Selao hit, but this time the target is hanging out in front of the UFLH HQ on the west side of town. Once again, take to the central rooftop and snipe the target with your Dart Rifle. The guards outside the UFLH HQ are startled by the target's sudden collapse, but they don't go on alert. Descend the ladder and seek out a new job.



the west side of town. Once again, take to the central rooftop and snipe the target with your Dart Rifle. The guards outside the UFLH HQ are startled by the target's sudden collapse, but they don't go on alert. Descend the ladder and seek out a new job.

## CONVOY MISSIONS



Want more weapons to choose from? Take on the convoy missions offered by the arms dealers in the weapon shops. As in Leboa-Sako, these missions require you to destroy a

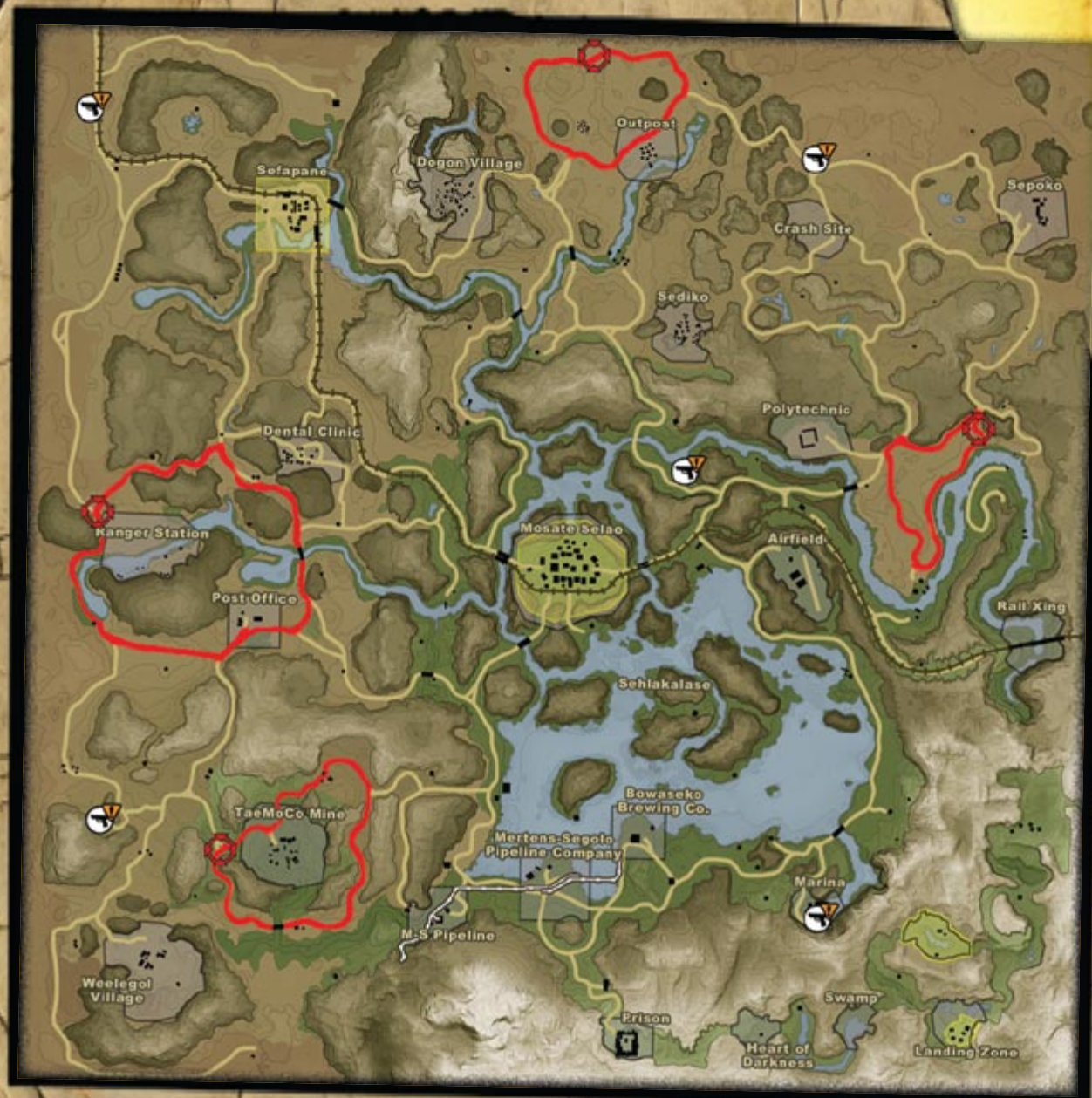
rival's shipment of weapons loaded into a big truck escorted by two assault trucks. IEDs are the best method of taking out these convoys. This time you only unlock two weapons with each convoy you destroy. However, these weapons are well worth it, so don't hesitate to undertake these missions. Try to complete all the convoy missions early on so you have access to all the weapons.

### Bowa-Seko Weapon Unlocks

Convoy 1 Set	Convoy 2 Set	Convoy 3 Set	Convoy 4 Set
M-79 Grenade Launcher	AR-16	AS50	USAS-12
M-249 SAW	Type 63 Mortar	MGL-140	Carl G Rocket Launcher



# Convoy Mission Map



## Legend

Weapon Shop

Convoy Route

Target/Ambush Site



## North Convoy



The northern convoy performs a complete circuit in the northern sector, passing through the outpost. Set up your ambush on the northernmost stretch of road in the desert. This area is completely isolated, minimizing the chances of reinforcements or any other hostile units that may show up. Drop three IEDs along the road, then hide to the side of the road, preferably on high ground—there's little other cover to choose from out here. Wait for the convoy to approach, then set off your explosives as they roll over the IEDs.

## East Convoy



Compared to the other convoys, this one follows a relatively short route, reducing the amount of time you need to wait for the target to show up. Set up your ambush along the twisting road to the far east, near the cellular antenna. Place your IEDs on the curved piece of road, then retreat to the hill near the antenna. As the convoy rounds the curve, set off the IEDs. This hill is also a good spot for ambushing with a rocket launcher, if you don't have any IEDs.

## West Convoy



This convoy makes a wide circle in the western sector, passing through the post office and a corner of the ranger station. Set up your ambush at the northwest corner of the ranger station. Here the convoy hits a crossroads and turns south. Place your IEDs at the crossroads so you can use the signpost as a landmark. Retreat to the nearby tower and wait for the convoy to approach—a diamond briefcase is in the tower too. As the big trucks approach the signpost, trigger your explosives to complete the mission.

## Southwest Convoy



This convoy circles the roads around the TaeMoCo mine in the southwest sector. The mine itself and the area north and south of it are scattered with hostile units who may respond to your ambush if you attack near the mine or two guard posts. To avoid drawing attention to yourself, conduct the ambush west or east of the mine. The crossroads on the west side of the mine is a great spot. Drop some IEDs near the signpost, then hide in the jungle while waiting for the convoy to arrive. As the big truck passes the signpost, detonate the explosives.





# UNDERGROUND MISSIONS

## Underground Mission Map

BOWA-SEKO SIDE MISSIONS



### Legend

-  Underground HQ (Clinic)
-  Underground Cell/Objective



UNDERGROUND HQ



P.K. OBUA





Your source for malaria medication in Bowa-Seko is Dr. Obua, the proprietor of the clinic in Port Selao. He's connected

with the underground movement in the southern district and can provide you with the proper contacts to get refills

of your medication. Just like Father Maliya, Obua requires you to deliver travel documents to the cell members. In addition to delivering the documents, you must eliminate hostile faction troops attacking the cell locations. Once the enemy troops have been eliminated, enter the cell location and hand the travel documents over to receive a fresh bottle of pills. There are four underground missions in Bowa-Seko, and they can be taken concurrently with other missions. So whenever you're in Port Selao, pay a visit to Dr. Obua and get a mission, then complete it once you're near the indicated cell location.

## JACKAL TAPES



### Legend

-  Mike's Bar
-  Tape





JACKAL TAPE

Just as in Leboa-Sako, some of Reuben's tapes from his interview with the Jackal are scattered around the southern district. Eight more tapes lie hidden throughout Bowa-Seko, most near wrecks of some kind. Use the provided map to locate all the tapes in this district. Once you've retrieved a tape, return it to Reuben during your next visit to Mike's Bar. If you return all 16 tapes to Reuben (from Leboa-Sako and Bowa-Seko) you'll earn the *Pulitzer Material* achievement/trophy. Here's a list of the tapes available in Bowa-Seko, in the order they're retrieved:

9

**Tape 09: Stealing Boots**

Recorded 15/10/2008: Boy soldier stealing from the dead.

10

**Tape 10: Gluten-Free**

Recorded 30/10/2008: Jackal challenges the West's moral high ground. AK-47 the great equalizer.

11

**Tape 11: Necessary Evil**

Recorded 5/10/2008: Jackal untouchable? Believes his role is encouraged by foreign governments.

12

**Tape 12: Lion's Share**

Recorded 13/10/2008: Jackal understands his position, but still gets what he wants.

13

**Tape 13: Unrecognizable**

Recorded 30/10/2008: Last words of the Jackal. Interview over?

14

**Tape 14: Gutshot**

Recorded 13/10/2008: Jackal crosses a firefight. Spots dying man. Did he finish him or not?

15

**Tape 15: No Sense**

Recorded 5/10/2008: Jackal asks what they fight for. Where's the ideology? What are they dying for?

16

**Tape 16: Numbers**

Recorded 19/10/2008: Jackal turns murder into cold numbers.

Still looking for diamonds? See the **NOTE** map compendium at the back of the guide for all the diamond briefcase locations in Bowa-Seko.



# MULTIPLAYER

If you've finished the single-player experience and still crave more *Far Cry 2* action, look no further than its multiplayer game modes. There are four modes playable on all 14 maps. During ranked matches, the game uses an addictive persistence system, allowing players to build up and customize their online personas as they move up through the ranks. If the original maps aren't enough, you can create your own with the incredibly powerful yet intuitive map editor. In this chapter we take a close look at all of the game modes, classes, and maps. We also provide a beginner's guide to the map editor, helping you sort through the various tools so you can start building your own playgrounds of destruction.

## GETTING STARTED



IF YOU CAN'T ACCESS THE MULTIPLAYER MENU, CHECK YOUR INTERNET CONNECTION AND MAKE SURE YOU'RE ONLINE.

When you're ready to start an online game, select *Multiplayer* from the game's main menu. If you're not connected to the Internet, the multiplayer menu will not be available, so make sure you have a live connection. The multiplayer menu includes the following options:

**Ranked Match:** Choose this if you want to play a ranked match online. In ranked matches your stats and rank are saved, allowing you to build your online persona over time. From the *ranked match* menu you can choose to join a *Quickmatch* (you'll be automatically connected to a random in-progress match), specify a game mode, create a match of your own, or join a custom match.

**Player Match:** Player matches are almost identical to ranked matches, but your progress isn't saved. Any ranks and upgrades achieved are lost when you disconnect. Still, this may be a good option if you're new to online play, because these matches are often less competitive.

**Leaderboards:** Here you can view your position among other players; the data is sorted based on rank, kills, wins, and game modes. Your profile will only show up in the leaderboards if you have played ranked matches.

**Player Statistics:** This is where you can view your own stats, including your current experience points (XP), upgrades, kills, wins, and even the total amount of time you've played online. Once again, only stats from ranked matches are shown here.

**Friend List:** Choose this option if you want to create or join a match with someone on your friend list. This is a quick and easy way to set up private matches.

To join or create a LAN match, select *LAN* from the main menu.

## NOTE

Ranked matches are not possible when playing LAN-based games. Therefore the rank progression in LAN games is identical to that of online player matches, so stats, ranks, and upgrades are not saved. All progress is reset once you've disconnected.

## Creating a Match



WHEN SELECTING MAPS, CHOOSE FROM THE LIST OF AVAILABLE MAPS ON THE LEFT, ADDING THEM TO THE MAP ROTATION LIST ON THE RIGHT.

You can exert much more control over the gameplay experience if you host your own matches. From the *ranked* or *player match* menu, select the *Create Match* option. Here you're given the following customizable options:

**Game Mode:** This is where you select one of the four game modes. For more information on the modes, see the next section. The same game mode will be played on all selected maps unless this setting is altered.

**Map Cycle:** Here you can choose the maps you wish to play on. For best results, select from the 14 maps that came with the game. When selecting downloaded maps, make sure everyone in your party has the same maps, otherwise they'll be disconnected when the map attempts to load. But if *Map Sharing* is enabled (under *Advanced Options*) they'll be able to download them.

**Maximum Players:** By default, a maximum of 16 players can connect to your match, but you can reduce this total, which is helpful if playing the smaller maps.



**Private Slot:** If you have some friends that would like to join, save them a slot. This prevents uninvited players from filling up all the available slots.

**Friendly Fire:** When this is set to *On*, you can injure and kill your teammates, making for a more realistic experience. Keep it set to *Off* to prevent unwanted team kills.

**Balance Teams:** When activated, this option attempts to keep the teams balanced by automatically shifting players until the teams are evenly matched—this does not account for skill, only the number of players on each team.

**Score Limit:** Select the score the match ends at; this does not apply to Uprising matches.

**Time Limit:** How long should the match last? A match may not last the full duration if the score limit is reached first.

**Weather Type:** Customize the weather conditions of the map, selecting the map's default conditions or choosing from stormy, overcast, varied, windy, clear, or dynamic.

**Time of Day:** This setting affects the lighting conditions, allowing you to choose the map's default time or pick from random, dawn, midday, dusk, or night. However, this only sets the time of day the match begins. Time still passes during the match, so you may begin a battle at dusk and end it at night.

**Advanced Options:** Here you can determine whether you'll allow players to join a match in progress. You can also enable or disable voting and set your system as a dedicated server. The *Map Sharing* option here allows players to download maps in the map cycle that they currently don't have.

Once you've selected all the options you want, choose the *Launch Match* option at the bottom of the list. This is when your match goes live, allowing other players to join. While waiting for players to join in the lobby screen, you can still tweak the match settings, choose your preferred class, shuffle the teams, and even issue a vote to skip the first map in the cycle. When you have the desired number of players, choose *Ready* to launch the match.

A crown icon appears next to the host's name in the lobby screen. If you want to make a request, address this player. While players can issue votes, only the host can make direct changes to the match.

## NOTE

## GAME MODES

*Far Cry 2* offers four multiplayer game modes ranging from familiar classics like Deathmatch and Team Deathmatch to variations of favorites like Capture the Diamond and Uprising. Each game mode has its own rules and victory conditions, so here's a brief description of each along with some tips to help you get started.

### Deathmatch



**DURING A DEATHMATCH YOUR SCORE APPEARS IN THE TOP RIGHT CORNER OF THE SCREEN, SO YOU DON'T NEED TO CONSTANTLY CHECK THE SCOREBOARD.**

This is the classic free-for-all mode popularized by early games in the first-person shooter genre. The victory conditions are simple: The player with the most kills wins. Compared to the other game modes, there isn't much room for strategy or tactics here. Instead, it's all about quick movement and quick reflexes. So if you're playing with a few friends, Deathmatch is the perfect choice for a quick pick-up game. It's also a good way to warm up before taking on the more involved game modes. If you're trying player matches, use Deathmatch to level up and earn upgrades before launching game modes like Capture the Diamond or

Uprising. The match ending time can be customized by the game's host prior to launch, using a time and score limit. For best results, keep the match length relatively short for Deathmatch rounds, hovering around 10–15 minutes each. In a fast-moving game like this, that's usually plenty of time for a victor to stand out.

**TIP** Deathmatch is the only non-team-oriented mode, meaning you have nobody to watch your back. So think twice before choosing some of the more specialized classes. You're best off choosing the commando, guerilla, or gunner, especially if you're just starting out and have earned no upgrades. These classes give you access to assault rifles, shotguns, and light machineguns, the most versatile weapons in this quick-paced game mode.

### Team Deathmatch



**THE UPLL AND APR ICONS ON YOUR HUD SHOW YOU WHERE THE FACTION BASES ARE LOCATED, HELPING TO KEEP YOU ORIENTED DURING TEAM DEATHMATCH.**



In Team Deathmatch, the players are split into two teams: the UFL and APR. In this game mode, the kills scored by each player on a team are added, determining the team's score. At the end of the round (or once the score cap is reached) the team with the most kills wins. Unlike in a Deathmatch, where spawn locations are random, in Team Deathmatch (and all team-based modes) players spawn at their team's base. The UFL and APR bases are always located on opposite ends of the map. This creates predetermined zones of control where one team usually dominates based on its nearby spawn point. Since there are no other objectives to capture or control in Team Deathmatch, make an effort to control the area around your base to prevent spawn campers from slipping in. Having a central point of defense is important in keeping your team together and within support range of each other. If your teammates scatter in numerous directions and attempt to fight the battle on their own, your team is much less likely to win. So maintain communication and work together.

## TEAM REVIVES

In the team-based game modes teammates can revive their fallen comrades, but they must reach them quickly. If you've been critically wounded and your health bar is completely depleted, you don't die immediately. Your body remains on the ground for a few seconds. During this crucial period teammates can revive you and opponents can clear your body from play. To revive a fallen teammate, simply stand over the body and interact with it, following the on-screen instructions. Your teammate will be pulled up from the ground and rejoin the fight. To clear an opponent's body from the field, shoot it in the head. Once cleared, the opponents can't be revived and must wait until they respawn before they can rejoin the fight.

When playing team-based modes, be careful who you're shooting. Regardless of class, the UFL team members are always wearing yellow and the APR team wears red. For further identification, when you're aiming at a player a teammate's name appears in green letters, but an enemy's name appears in red letters.

## Capture the Diamond



THE DIAMOND ICONS ON YOUR HUD SHOW YOU THE LOCATIONS (AND DISTANCES) OF THE TWO DIAMOND STATIONS: YOUR TEAM'S AND THE ENEMY'S.

If you're familiar with capture the flag matches, then you'll have an easy time picking up on this variation of that popular game mode. In Capture the Diamond each team has a diamond at their base that they're tasked with defending. But simply defending your team's diamond isn't enough to win. You score points by stealing the opposing team's diamond and taking it back to your base. Each successful capture nets your team one point. However, you can't score if your team's diamond is missing. This little twist means you must split your team into offensive and defensive units. The offensive unit is solely concerned with capturing the enemy team's diamond, while the defensive team is tasked with protecting your team's diamond. When devising such a strategy, make sure all team members know their roles and stick to them. The defensive unit doesn't have to be huge (two or three players can adequately lock down your diamond), but it does have to be dedicated, constantly monitoring (and booby-trapping) the access points to the diamond.

Both diamond base locations are visible on your HUD at all times, appearing as diamond-shaped icons—the enemy team's diamond icon is red and your team's is blue. Beneath each icon is a number. This number shows how far away you are from the diamond, measured in meters. So no matter where you are on a map, you can always find the bases. If a diamond is stolen, the icon still appears, but it's hollow, indicating the diamond is missing. If your team's diamond icon is hollow, move out and hunt down the thieves before they can score it at their base. And remember; as long as your diamond is missing, your team can't score.

**TIP** After you score the enemy's diamond at your base, a fresh diamond appears at the opposing team's diamond station, ready for pick-up. Before returning the enemy diamond to your base, make sure a teammate is ready to snatch the freshly spawned diamond at the enemy's diamond station. If your opponents fail to guard their diamond station, even when there isn't a diamond present, a well-organized team can keep scoring and stealing the diamond in this fashion.



## THE DIAMOND CARRIER



If you're lucky and skilled enough to reach the enemy's base, move toward the diamond and interact with it to pick it up. After

you pick up the diamond, you emit a stream of colored smoke from your back, making it virtually impossible to hide. So move out and don't stop until you get back to your base. The smoke pouring out of your back is the enemy team's only indicator of where their diamond is, so expect to have all eyes (and bullets) focused on you. To make yourself a harder target, zigzag your way back to your base. Such erratic movements not only make you harder to hit, but also cause the smoke to disperse in an irregular pattern, making it difficult to zero in on the source. Simply rush toward the diamond at your base to score.

The host can choose whether to activate friendly fire at the start of the match. If friendly fire is on, you can shoot your own teammates. When it's turned off, shooting your teammates inflicts no damage. When playing with strangers (such as in ranked matches) consider keeping friendly fire off. Otherwise one renegade player can ruin a whole match by killing his or her own teammates. If problem players become a nuisance, call for a vote to kick them off the server.

## NOTE

## Uprising



A CAPTURED CONTROL POINT EMITS COLORED SMOKE, INDICATING WHICH TEAM CONTROLS IT—GREEN SMOKE IF YOUR TEAM CONTROLS IT, RED IF THE ENEMY HOLDS IT.

Uprising is similar to conquest modes found in other games, requiring your team to capture and maintain control of three different locations, designated A, B, and C. But it's a bit more complicated than that. Each team has one captain. The captain is the only player who can capture the three control points. It's up to the rest of the team to protect the

captain and escort him or her to the three control points. In addition to protecting the captain, the team must also defend captured control points. Once all three control points are held, to win the match the enemy captain must be killed.

The unique parameters of this game mode necessitate a high level of teamwork and coordination. Even a slightly organized team of mediocre players can dominate a team of highly skilled lone wolves. There are many ways to approach these matches, but it's best to start out by defining roles. The captain is chosen at random, but what is everyone else going to do? Who's going to escort the captain? Who's going to stay back and defend captured control points? These questions must be answered before the match even starts, so take a few seconds to get organized while choosing your classes.

Consider breaking your team into four squads, each with its own responsibilities: an attack squad, an escort squad, and two defense squads. The attack squad is responsible for clearing the area around a control point before the captain (in the escort squad) arrives. These two squads must work together, but the escort squad should hold back and let the attack squad do the bulk of the dirty work and only move in for the capture once a control point is secure. Meanwhile, it's the job of the defense squads to bring up the rear and defend the control points once they're captured and the attack and escort squads have moved on to the next control point. Once all three control points are captured, keep the escort squad at the most recently captured control point to defend it while the attack squad hunts down the enemy captain. This is a critical part of the match, so it's important that the rest of the team stay put and defend the control points, because the opposing team will be desperate to convert one.

## TIP



It takes 20 seconds for the captain to capture a control point. It may not seem like a long time, but if you're under attack, that 20 seconds can seem more like 20 minutes. Consider placing a barrier of fire around the control point (using molotovs or the rebel's flamethrower) to prevent attackers from getting close. The same tactic is effective when defending the control point. Control points can be converted while you're sitting in a vehicle, but unless you're in an assault truck's turret, don't remain in such a static position.



## THE CAPTAINS



ULL CAPTAIN

APR CAPTAIN

The captains for both teams wear unique uniforms, capped with a beret. They stand out from the rest of the players, so keep watch for these guys. If playing as the captain, you can still choose any class and associated weapon load-out. The only change to your character is the spiffy uniform. The captain still functions the same as every other player, with the added ability to capture control points.

How do you know if you're the team's captain? Look for this icon on the top right corner of the HUD. You can also see the uniform's sleeves covering your character's wrists.

### NOTE



## RANKS AND UPGRADES



**DON'T FORGET TO SPEND YOUR DIAMONDS ON UPGRADES. THESE ALLOW YOU TO UNLOCK NEW WEAPONS FOR THE VARIOUS CLASSES.**

Far Cry 2 utilizes a persistence system that tracks your stats and rewards you with promotions and class upgrades. Nearly every action you perform in the game—whether it's a simple kill, a teammate revival, or a control point capture—earns you experience points, or XP. As you accumulate XP, you'll achieve new ranks. But there are two separate XP scales based on what type of match you're playing: ranked or player. Ranked matches track your progress over time, permanently saving your progress to your selected profile. Player matches only track your XP temporarily; all progress is lost once you leave the match. As a result, promotions in player matches occur much more frequently than they do in ranked matches, allowing players to level up quickly over a matter of hours. Leveling is much slower in ranked matches, but your progress is permanently saved, allowing you to resume every time you join a new ranked match.

There are 30 achievable ranks in ranked matches and 19 in player matches. With every level-up from ranks 2 through 19 you're awarded an upgrade diamond. These diamonds are used to level up the various classes, providing a larger variety of weapons to choose from. For example, spending one diamond on the commando takes the class to level 2, adding the AK-47 to the selection of available primary weapons. Investing a second diamond takes the commando to level 3 and adds the M-79 grenade launcher as a secondary weapon. So leveling up and investing your diamond upgrades wisely plays a big part in being able to build up your arsenal. In player matches, rank 19 is the cap, but in ranked matches, the subsequent 10 levels are given names like Mercenary, Lieutenant, and Warlord. No diamond upgrades or any other benefits are awarded with these upper-level ranks, but your friends will undoubtedly be impressed by your new title. Study the accompanying tables to determine what actions earn you XP and how much XP you need to achieve your next rank.





## XP Scoring Criteria

Action	XP
<b>GENERAL SCORING</b>	
Kill opponent	+10
Kill opponent with bullets	+5
Headshot	+5
Kill opponent with explosion	+5
Kill opponent with flames	+5
Hit opponent with vehicle	+5
Kill opponent with machete	+5
Execute downed opponent	+5
Revive a teammate	+15
Commit suicide	-5
Team kill	-15
Execute a teammate	-15
<b>CAPTURE THE DIAMOND</b>	
Steal enemy diamond from base/ground	+10
Return enemy diamond to your base	+20
Recover your team's diamond after it has been dropped	+10
<b>UPRISING</b>	
Capture control point as team captain	+5
Kill the enemy captain	+15

## Ranks: XP Requirements

Name	Ranked Match XP	Player Match XP
Rank 1	0	0
Rank 2	150	60
Rank 3	450	150
Rank 4	1,200	300
Rank 5	2,100	600
Rank 6	3,300	900
Rank 7	5,000	1,200
Rank 8	7,000	1,500
Rank 9	10,000	1,800
Rank 10	15,000	2,100
Rank 11	20,000	2,400
Rank 12	27,500	2,700
Rank 13	40,000	3,000
Rank 14	55,000	3,300
Rank 15	75,000	3,600
Rank 16	100,000	3,900
Rank 17	125,000	4,200
Rank 18	150,000	4,500
Rank 19	200,000	4,800
Mercenary	250,000	N/A
Professional	300,000	N/A
Veteran	400,000	N/A
Hard Case	500,000	N/A
Dog of War	600,000	N/A
Lieutenant	700,000	N/A
Captain	800,000	N/A
Colonel	900,000	N/A
Field Marshal	1,000,000	N/A
Warlord	1,250,000	N/A
Grand Warlord	1,500,000	N/A

The more you use a particular weapon, the better you become with it. In the class load-out screen, each weapon has three status bars, labeled *Operation Manual*, *Maintenance Manual*, and *Bandolier*. As the operation manual bar fills, the weapon's accuracy increases. The maintenance manual improves the weapon's reliability, resulting in fewer jams. And the bandolier allows you to carry more ammo for that particular weapon. So once you find a weapon you like, stick with it to max out these bonuses.





## CLASSES

There are six classes to choose from in Far Cry 2's multi-player modes, each with its own weapon load-outs and upgrades. In addition to receiving new weapons, each upgraded class attains a new appearance, better illustrating the player's elite status. Here's a brief description of each class, including details on each upgrade.

### Commando

The commando is the master of assault rifles, starting with the G3-KA4 and upgradable with the AK-47 at level 2 and the FAL Paratrooper at level 4. One of the class's most effective weapons is the M-79 grenade launcher, offered as a secondary weapon at level 3. These weapons give the commando immense versatility, making the class a good choice in any game mode. So if you don't have a defined role or are unfamiliar with a particular map, choose the commando.

#### Level 1 (Start)



##### Primary Weapon

- G3-KA4

##### Secondary Weapon

- Star .45

##### Hand-Tossed Weapon

- 1 molotov

#### Level 2



##### Primary Weapons

- G3-KA4
- AK-47

##### Secondary Weapon

- Star .45

##### Hand-Tossed Weapon

- 2 molotovs

#### Level 3



##### Primary Weapons

- G3-KA4
- AK-47

##### Secondary Weapons

- Star .45
- M-79 grenade launcher

##### Hand-Tossed Weapon

- 2 molotovs

#### Level 4

##### Primary Weapons

- G3-KA4
- AK-47
- FAL Paratrooper

##### Secondary Weapons

- Star .45
- M-79 grenade launcher

##### Hand-Tossed Weapon

- 2 molotovs



### Sharpshooter

The sharpshooter is one of the more specialized classes, emphasizing sniper rifles. Consider holding off on selecting this class until you can upgrade it to level 2. The slow-loading and slow-firing bolt-action M1903 is tough to use in multi-player matches, so wait until you can select the Dragunov SVD at level 2 or the awesome AS50 at level 4. But even then, only choose the sharpshooter when you're comfortable with a map and have discovered some good sniping spots with long sight lines. On the smaller maps, the sharpshooter is more of a liability than an asset.

#### Level 1 (Start)

##### Primary Weapon

- M1903

##### Secondary Weapon

- Makarov

##### Hand-Tossed Weapon

- 1 frag grenade





## Level 2

**Primary Weapons**

- M1903
- Dragunov SVD

**Secondary Weapon**

- Makarov

**Hand-Tossed Weapon**

- 2 frag grenades

## Level 1 (Start)

**Primary Weapon**

- Homeland 37

**Secondary Weapon**

- MAC-10

**Hand-Tossed Weapon**

- 1 molotov

## Level 3

**Primary Weapons**

- M1903
- Dragunov SVD

**Secondary Weapons**

- Makarov
- Flare pistol

**Hand-Tossed Weapon**

- 2 frag grenades

## Level 2

**Primary Weapons**

- Homeland 37
- SPAS-12

**Secondary Weapon**

- MAC-10

**Hand-Tossed Weapon**

- 2 molotovs

## Level 4

**Primary Weapons**

- M1903
- Dragunov SVD
- AS50

**Secondary Weapons**

- Makarov
- Flare pistol

**Hand-Tossed Weapon**

- 2 frag grenades

## Level 3

**Primary Weapons**

- Homeland 37
- SPAS-12

**Secondary Weapons**

- MAC-10
- 3 IEDs

**Hand-Tossed Weapon**

- 2 molotovs

## Level 4

**Primary Weapons**

- Homeland 37
- SPAS-12
- USAS-12

**Secondary Weapons**

- MAC-10
- 3 IEDs

**Hand-Tossed Weapon**

- 2 molotovs

## Guerilla

If shotguns are your thing, then the guerilla is the class for you. Like the commando, the guerilla is another versatile class, as long as you like taking the fight to close range. Consider choosing this class when taking on defensive roles, such as when camping on your team's diamond or a captured control point. The IEDs (unlocked at level 3) enhance the guerilla's role as a defender, allowing you to set up some brutal booby traps. Just make sure you and your teammates are far away when you detonate them.



## Rebel

The rebel's weapons are very specialized, making it one of the toughest classes to play at the lower levels, especially if you don't have a teammate to watch your back. While using the LPO-50 to douse your opponents with flames may sound thrilling, it's actually very difficult and dangerous given the weapon's frustratingly limited range. The RPG-7 isn't much better unless you're targeting vehicles. For best results, upgrade the rebel to level 3 or 4 so you can access the Uzi and MGL-140. These weapons give the rebel a bit more range and versatility. When working closely with others the rebel is a vital asset to any team, but on their own they're quickly outmatched by the other classes.

### Level 1 (Start)



#### Primary Weapon

- LPO-50

#### Secondary Weapon

- Makarov

#### Hand-Tossed Weapon

- 1 frag grenade

### Level 2



#### Primary Weapons

- LPO-50
- RPG-7

#### Secondary Weapon

- Makarov

#### Hand-Tossed Weapon

- 2 frag grenades

### Level 3



#### Primary Weapons

- LPO-50
- RPG-7

#### Secondary Weapons

- Makarov
- Uzi

#### Hand-Tossed Weapon

- 2 frag grenades

### Level 4



#### Primary Weapons

- LPO-50
- RPG-7
- MGL-140

#### Secondary Weapons

- Makarov
- Uzi

#### Hand-Tossed Weapon

- 2 frag grenades

## Gunner

The gunner's expertise is in heavy weapons. Gunners can access the PKM, the Carl G rocket launcher (level 2), and the M-249 SAW (level 4). With such an arsenal at their disposal, gunners are well-equipped to deal with a variety of threats. The two light machineguns are very effective in any multiplayer match, allowing you to spray wide areas with automatic fire. Plus the weapons have large magazine capacities, requiring fewer time-outs for reloads. The Carl G rocket launcher gives the gunner some devastating long-range potential too, useful during assaults or defensive efforts.

### Level 1 (Start)



#### Primary Weapon

- PKM

#### Secondary Weapon

- Eagle .50

#### Hand-Tossed Weapon

- 1 frag grenade

### Level 2

#### Primary Weapons

- PKM
- Carl G rocket launcher

#### Secondary Weapon

- Eagle .50

#### Hand-Tossed Weapon

- 2 frag grenades





## Level 3

**Primary Weapons**

- PKM
- Carl G rocket launcher

**Secondary Weapons**

- Eagle .50
- MAC-10

**Hand-Tossed Weapon**

- 2 frag grenades

## Level 4

**Primary Weapons**

- PKM
- Carl G rocket launcher
- M-249 SAW

**Secondary Weapons**

- Eagle .50
- MAC-10

**Hand-Tossed Weapon**

- 2 frag grenades



## Saboteur

The saboteur has a monopoly on all the game's silent weapons. While the Dart Rifle is silent and deadly, it reloads much too slowly during frantic multiplayer matches. Consider upgrading to level 2 to access the Silent MP-5. Its rate of fire is much more compatible with the up-tempo pace of the action. At level 4, the AR-16 is the best choice for your primary weapon. While it's not silent, the rifle's three-round burst and scope more than compensate for the loss in stealth. The IEDs offered at level 2 give the saboteur the ability to set deadly booby traps, useful during defensive situations.

## Level 1 (Start)

**Primary Weapon**

- Dart Rifle

**Secondary Weapon**

- Silent Makarov 6P9

**Hand-Tossed Weapon**

- 1 molotov

## Level 2

**Primary Weapons**

- Dart Rifle
- Silent MP-5

**Secondary Weapon**

- Silent Makarov 6P9

**Hand-Tossed Weapon**

- 2 molotovs

## Level 3

**Primary Weapons**

- Dart Rifle
- Silent MP-5

**Secondary Weapons**

- Silent Makarov 6P9
- 3 IEDs

**Hand-Tossed Weapon**

- 2 molotovs

## Level 4

**Primary Weapons**

- Dart Rifle
- Silent MP-5
- AR-16

**Secondary Weapons**

- Silent Makarov 6P9
- 3 IEDs

**Hand-Tossed Weapon**

- 2 molotovs









**TIP** The Dart Rifle, Silent MP-5, and Silent Makarov 6P9 emit no muzzle flash. This makes the saboteur an excellent choice when playing matches at night or in low light conditions. With no audible report and no muzzle flash to go by, your opponents will have a hard time detecting you.



## MAPS

*Far Cry 2* offers 14 maps to choose from, each featuring a specific environment, including jungles, grasslands, mountains, and deserts. There are three sizes of maps: small, medium, and large. Small maps are geared toward small-scale matches, ideal when you only have 4–8 players. The medium maps are slightly bigger, offering a bit more room to maneuver, and are recommended for matches with 8–12 players. If playing with 12–16 players, choose a large map and use the provided vehicles to traverse the massive landscapes. All four game modes are playable on each of the maps, regardless of size. Although each map has a default *time of day* and *weather type*, these settings can be changed by the host, allowing for a completely custom experience. But remember; changes in weather and lighting conditions can impact tactics, so respond accordingly when choosing your class and weapons.

### MAP ICONOGRAPHY

-  **Ammo Supply Area:** These icons show the locations of ammo crates. Unlike in the single-player game, ammo, grenades, and molotovs can be replenished from these crates. When your selected weapon is low on ammo, one of these icons appears on your HUD, noting the closest ammo supply area.
-  **APR Base:** This is where the APR team spawns during team-based matches.
-  **Defensive Bunker:** Mounted weapons are positioned at these locations. In most cases these weapons are M-249 SAWs oriented in a defensive configuration.
-  **Control Points:** The letters A, B, and C represent the three control points during Uprising matches.
-  **Diamond Station:** During Capture the Diamond matches, this icon marks the location of the diamond stations at the UFL and APR bases.
-  **Elevated Guard Post:** Look for these icons to locate a map's highest points, ideal for sniping. Elevated guard posts can be a high structure, such as a platform, rooftop, or bell tower.
-  **Motor Pool:** These are vehicle spawn points. The same vehicle will spawn at this location throughout a match. New vehicles appear a few seconds after the original is destroyed. Vehicles are available in some medium and in all large maps.
-  **UFL Base:** This is where the UFL team spawns during team-based matches.

**TIP** Don't attempt to spam grenades from an ammo crate. You can retrieve three grenades (or molotovs) from an ammo crate in quick succession; after that you must wait more than a minute before you can pick up another one.



# Clear Cut

MULTIPLAYER

Map Size: Large

Recommended Players: 12-16



## Legend

- |                     |                                       |
|---------------------|---------------------------------------|
| UFL Base            | Defensive Bunker                      |
| APR Base            | Diamond Station (Capture the Diamond) |
| Ammo Supply Area    | Control Points (Uprising)             |
| Elevated Guard Post |                                       |
| Motor Pool          |                                       |

This is a large map set in a canyon filled with dry grass, huge rocks, and a few trees. The low-lying terrain at the map's center is a true no-man's land and is best avoided unless you're playing an Uprising match, when this is where the control points are located. Instead, focus on working the higher ground of the map's perimeter. The default windy and dry conditions make fire a very effective ally on this map. Small fires started by flamethrowers, molotovs, or exploding barrels can quickly spread into raging wildfires.





## Coup D'Etat



### Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Motor Pool
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Medium

Recommended Players: 8-12

This crowded urban setting offers a good mix of long-range and close combat opportunities. The church's bell tower is the highest point in town, making it a popular sniping spot. But it's also predictable. Sharpshooters are better off monitoring the town's streets from the cover of adjacent alleyways. The buildings and alleys in the center of town provide the best cover for those moving around. Shotguns are very effective in these cramped quarters, particularly when defending the control points during Uprising matches.











# Crude Awakening

MULTIPLAYER

## Legend

-  UFL Base
-  APR Base
-  Ammo Supply Area
-  Elevated Guard Post
-  Motor Pool
-  Defensive Bunker
-  Diamond Station (Capture the Diamond)
-  Control Points (Uprising)

Map Size: Large

Recommended Players: 12-16

**TIP** There are various concrete pipes scattered around this map. Consider hiding inside these pipes when sniping—but pick a pipe with only one accessible opening. This will prevent you from getting flanked or sliced with a machete from behind.



Filled with railcars, huge storage tanks, and assorted junk, this abandoned train yard is the site of some intense fighting. While there's plenty of cover, the junk here is spread out, requiring a series of leapfrog-like movements to advance from one piece of cover to the next. Whatever you do, don't get caught out in the open. The tops of the three large storage tanks in the center of the map may seem like ideal sniping positions, but they offer no protection. Sharpshooters are better off holding to the high terrain flanking the tanks or the upper-level catwalks near the bases.



## Cut Bait

Map Size: Medium  
Recommended Players: 8-12



### Legend

- |                     |                                       |
|---------------------|---------------------------------------|
| UFL Base            | Defensive Bunker                      |
| APR Base            | Diamond Station (Capture the Diamond) |
| Ammo Supply Area    | Control Points (Uprising)             |
| Elevated Guard Post |                                       |
| Motor Pool          |                                       |

The island at the center is the focal point of much of the fighting on this map, particularly during Uprising matches. The two bridges connecting to the island are deadly choke points and should be avoided at all costs. Instead, use the strips of land on the perimeter or the waterways. The large shack's roof at the center of the island is accessible via ladders, making it a popular sniping spot with a clear vantage point on the entire map. But snipers posted here stick out and are quickly cut down. Still, keep an eye on this rooftop. If you fall in the water, swim beneath the surface until you can reach land. Otherwise you're a sitting duck.

**TIP** The MK-19 grenade launcher mounted on the front of the fishing boat (docked at the island) is absolutely devastating. Pilot the boat into a position where you can use this weapon against your opponents and fire away!





# Dirty Work

MULTIPLAYER

Map Size: Small

Recommended Players: 4–8



## Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

The fighting here is focused around two greenhouses at the center of the map. Given the openness of each structure, the greenhouses provide little cover or concealment, so be cautious when moving through them—stay low! Each greenhouse contains ammo resupply crates, and they're often visited by players looking to stock up on ammo—look for opportunities to ambush your opponents here. The windmill and greenhouse rooftops provide excellent views of the entire map, but they're also the most predictable sniper spots, so use them sparingly.



**TIP** Instead of destroying the large propane tanks, pierce them with a single round to create a jet of flame shooting from one side. These flames can help deter movement through certain areas, such as this greenhouse doorway.



## Far Cry



### Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Motor Pool
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Large

Recommended Players: 12–16

Compared to other maps, there are few man-made structures in this open grassland. The large boulders scattered throughout the center of the map provide the only substantial cover, so take advantage of them while advancing on foot. To avoid getting pinned down in the center of the map (where grass fires are easily triggered) move along the shallow pond to the west. Unless it's being camped on by opponents, the pond provides a relatively safe north-south passage.





# Last Bastion

Map Size: Small

Recommended Players: 4-8

MULTIPLAYER

## Legend

-  UFL Base
-  APR Base
-  Ammo Supply Area
-  Elevated Guard Post
-  Defensive Bunker
-  Diamond Station (Capture the Diamond)
-  Control Points (Uprising)



## CAUTION

During Uprising matches, control point B can be attacked from the circular grate in the floor of the courtyard, so don't forget to look above you while capturing this point downstairs.

Set in a variant of the prison found in Bowa-Seko, this arena-like map is ideal for fast-paced rounds of Deathmatch. The high walls and towers on the prison's perimeter provide excellent views of the interior courtyard. This can often lead to sniper duels in smaller scale matches. If you want to avoid the carnage in the courtyard, use the underground passage connecting the northern and southern ends of the prison. In Uprising matches, control point B is located in this passage, so controlling it is important.






## Love Shacks



### Legend

-  UFL Base
-  APR Base
-  Ammo Supply Area
-  Elevated Guard Post
-  Defensive Bunker
-  Diamond Station (Capture the Diamond)
-  Control Points (Uprising)

Map Size: Medium

Recommended Players: 8-12



Close-quarter combat dominates the battle among the rusty shacks in this maze-like shantytown. The elevated guard posts provide the only significant vantage points with long sight lines, so snipers have few opportunities for long-range kills. Therefore, shotguns and automatic weapons are preferred here, regardless of game mode. The map's layout and size make it the perfect choice for small-scale pick-up rounds of Deathmatch.



# Mud Maze

MULTIPLAYER

## Legend

-  UFL Base
-  APR Base
-  Ammo Supply Area
-  Elevated Guard Post
-  Motor Pool
-  Defensive Bunker
-  Diamond Station (Capture the Diamond)
-  Control Points (Uprising)

Map Size: Medium

Recommended Players: 8-12

Paraglider

Paraglider



A small Dogon village is the site of this battle. In the team-based game modes the faction bases are located on the north and south ends, making the village's low-lying center a hazardous kill zone. The higher elevations on the north, south, and east sides all provide vantage points of the village's center, so beware of snipers while moving through this area. Holding the eastern cliffs is crucial to controlling the village's center, particularly in Uprising matches.



## Pit Bull



### Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Small

Recommended Players: 4-8

As usual, controlling the high ground goes a long way in dominating the fight in this abandoned pit mine. The map is bowl-shaped, with a few trails and catwalks traversing the perimeter and center. A few trenches cut through the terrain at the bottom of the pit, running beneath some of the structures. If moving through the center of the map, utilize these trenches to avoid drawing fire from snipers and other opponents camping on the perimeter.





# Riot Control

MULTIPLAYER

## Legend

-  UFL Base
-  APR Base
-  Ammo Supply Area
-  Elevated Guard Post
-  Motor Pool
-  Defensive Bunker
-  Diamond Station (Capture the Diamond)
-  Control Points (Uprising)

Map Size: Medium

Recommended Players: 8-12

**TIP** Considering the relatively high concentration of vehicle traffic, look for opportunities to blow up unsuspecting drivers and their passengers, particularly during Capture the Diamond and Uprising matches. Prepare for vehicle rush attacks by setting IEDs along the key roads leading to the control points or your team's diamond stations. If you're lucky, you can take out as many as four opponents with one blast. Rocket launchers are also effective on this map.

Prepare for more urban combat in this small town with similar features to Pala. The town's center consists of a few small buildings, most with accessible rooftops. Many of the rooftops are connected by ramps and other improvised footbridges, so players can steer clear of the streets, which are often dominated by fast-moving vehicles. However, the rooftops don't offer much cover, so minimize your exposure. When you can't move along rooftops, stick to the narrow alleyways and stay off the streets.





## Rumble Strip



### Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Motor Pool
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Medium

Recommended Players: 8-12

**TIP** Instead of crossing the airstrip, use the narrow tunnel beneath it to avoid getting sniped by enemies posted in the elevated guard posts.

A small airstrip cuts through the center of this map, creating a clear border between the UFL and APR sides of the map during team-based matches. Both sides of the map have similar features, including tall elevated guard posts with unobstructed views of the entire airstrip. So be mindful of snipers when moving around the aircraft at the center of the map. Consider crossing at the northern or southern ends of the strip to avoid this kill zone.





# Rusty Beef

MULTIPLAYER



## Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Motor Pool
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Large

Recommended Players: 12-16

A dry ravine separates the northern and southern sides of this map, set in a semi-industrial zone. The wooden bridge over the ravine is a critical choke point, but it still sees heavy traffic. In team-based matches, both sides should attempt to control traffic on this bridge—IEDs are very effective here. If you must cross the ravine, avoid the bridge and use the roads to the east and west. Still, exercise caution while crossing the ravine, and make a speedy advance to avoid getting pinned down at the bottom.





## Sand Blasted



### Legend

- UFL Base
- APR Base
- Ammo Supply Area
- Elevated Guard Post
- Motor Pool
- Defensive Bunker
- Diamond Station (Capture the Diamond)
- Control Points (Uprising)

Map Size: Large

Recommended Players: 12-16

**TIP** During Uprising matches, rush and capture control point C early on. This elevated rock formation to the south provides clear views of both the UFL and APR bases. In addition to engaging targets at both bases you can attack enemies crossing the desert to the north.



A sandstorm has partially buried this small town and rail yard located in a remote desert. Because of the open terrain and sparse cover, skilled sharpshooters can easily dominate this map by camping on the crests of the large dunes. Other players should make use of the rocks and other objects for cover while advancing through the desert on foot. Riding in a vehicle is the safest way to avoid catching a sniper's bullet while crossing the desert.



# MAP EDITOR

If you want to try your hand at making your own multiplayer maps, boot up the game's integrated map editor and give it a whirl—from the main menu choose *Map Community*, then select *Start Editor*. The map editor is very powerful and robust, but it's also very easy to use, allowing you to produce a map within a matter of minutes. However, creating a five-star map that everyone wants to play will take some practice as well as lots of tweaking and balancing. In this section we'll help you get started by discussing every major step of the map-making process.

## Preproduction

The map editor gives you a completely blank canvas to start from. With so many options at your disposal, the process can be a bit intimidating. But with some simple planning, you can better focus your efforts. First of all, decide what kind of landscape you want. Do you want a jungle, savannah, or desert? Next, put some thought into the general layout of the map, taking into account the different game modes. Where will the bases be? What about the control points for Uprising and the diamond stations for Capture the Diamond? Will there be any mountains, rivers, bridges, or structures? These are simple but important questions that should be addressed before forming any terrain or placing any objects. It may even be helpful to create a rough sketch on paper before dabbling around in the editor. Having a tangible or mental blueprint of your map really pays off once you begin the creation process.

## Terrain Modification



WITH THE BUMP TOOL YOU CAN "PAINT" ENTIRE MOUNTAIN RANGES BY SIMPLY DRAGGING THE BRUSH ACROSS THE LANDSCAPE.

When you have a general idea of what kind of map you want to create, dig in and start forming the terrain using the different *Terrain Tools*. These allow you to mold the landscape by raising and

lowering the terrain. Use the *bump* tool to form mountains and valleys, then brush over them with the *smooth* or *erosion* tool to give your formations a more natural appearance. Each tool has its own customizable settings and parameters, allowing you to fine-tune the implementation of certain effects. The radius option is one of the most useful, expanding and constricting the size of the tool's circular paintbrush. Expand it if you want to create a modification over a large area, or shrink it if you want to limit the changes to a smaller area. You can further tweak the landscape by using the *set to height*, *raise/lower*, *ramp*, and *noise* tools. The *ramp* tool is particularly useful for creating smooth transitions between two elevations. Simply choose the start and end points for the ramp and the editor does the rest, creating a smooth slope between the two points.

Next, go to work on any water features in your map. To do this, start by carving out low areas where you want your rivers, ponds, or lakes to appear. The *raise/lower* tool is ideal for this.

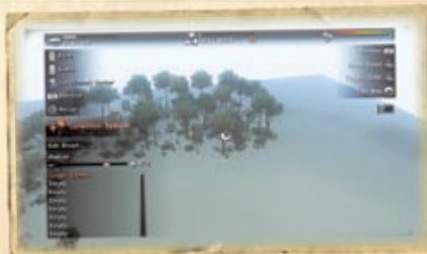


SIMPLY RAISE THE WATER LEVEL TO FILL ALL LOW AREAS WITH WATER.

If you want a pond or a lake, dig a big hole. If you want a river or small stream, carve a trench that snakes through the landscape. When you're ready to fill these low-lying areas with water, go to *Environment Settings* and raise the water level. This causes water to seep up through the ground, filling every low-lying area with water. Once the water level has been raised, you can modify your lakes, rivers, and ponds by using the *Terrain Tools*. In addition to raising the water level, the *Environment Settings* allow you to change the time of day and *weather*.

**TIP** Consider creating a tall mountain range around the perimeter of the map and focusing all gameplay in the center of a bowl-like valley. This creates a more natural-looking horizon line in all directions and prevents players from seeing the map edge.

## Vegetation



WITH THE COLLECTION SYSTEM, APPLYING A REALISTIC-LOOKING JUNGLE, FOREST, OR GRASSLAND TO YOUR MAP ONLY TAKES A FEW SECONDS.

Now it's time to apply some plant life to your map. Choose *Collection System* from the main radial menu to select from a variety of jungle, desert, and savannah options. Once

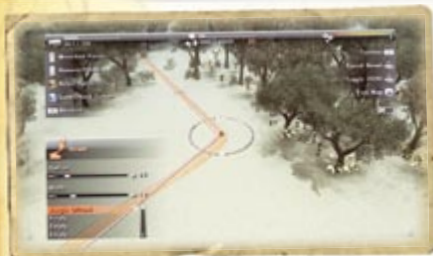
you've chosen a preferred type simply paint and watch as large swaths of plants, trees, and grass appear on the map. The application of these objects is procedurally generated, following a set of rules to ensure the spacing and diversity of plant life closely resembles that found in real jungles, savannahs, and deserts. So not only is it faster than hand-placing every tree, plant, and blade of grass, it's more accurate, automatically giving your map a realistic appearance.

While the *Collection System* is active, notice the box in the lower-left corner of the screen. This performs like a channel system, allowing you to apply multiple collections of vegetation to the same map. If you want to choose a different plant type or density, select one of the *empty* slots in this box and make a new selection. For example, if you have enough



trees, select a grass option and paint any unpopulated areas with grass. This channel system also allows you to instantly replace an entire painted area with a new type of vegetation. So if you want to get rid of your *Jungle Dense* trees, select that option in this menu and replace it with another option like *Jungle Light Grass*. This instantly makes every area you painted with *Jungle Dense* turn into *Jungle Light Grass*. For even more drastic changes, consider swapping out your jungle vegetation in favor of savannah or desert plants. This is a very powerful function allowing you to completely change the setting and appearance of your map.

## Roads



APPLY NEW POINTS TO YOUR ROAD TO EDIT ITS COURSE. THE MORE POINTS YOU APPLY, THE WINDIER YOU CAN MAKE IT.

Adding roads to your map isn't necessary, but they're a good way to add some man-made diversity to your natural setting. Plus, they're helpful for focusing the gameplay, especially if you plan to include drivable vehicles. Using the *road* tool is easy. Start by choosing a start point and an end point for your road, and don't worry about collisions with trees and plants—the road automatically cuts through vegetation. This creates an arrow-straight road; functional, but not very realistic. To implement some curves and turns, add some points along the road. Then drag the points to edit the shape of the road. The editor applies a smooth and natural-looking curve at each point.

## Object Placement



PROPERLY ORIENT YOUR OBJECTS BEFORE PLACING THEM. ALL OBJECTS CAN BE ROTATED ON THEIR THREE AXES.

Now that your map has taken shape, it's time to place some objects and structures. Select *Objects* from the radial menu, then choose *Add New Objects*. This brings up

a menu of objects divided into several categories, including options like *Vehicles*, *Buildings*, and *Utilities*. Each category is filled with tons of objects to choose from—every object found in the single-player game is at your disposal. Consider placing a few structures along the road to create a small village. Before dropping an object into place, orient it in the direction you want it to face by rotating it. All placed objects can be edited later, but it's faster and easier to get it right the first time. By default, all objects snap to the ground, elimi-

nating the problems associated with free-floating objects. For best results, place a variety of objects and structures for a realistic feel. If you reuse too many of the same objects, your map will look a bit artificial. But if you must reuse certain objects, place them far apart and rotate them in different directions.

As your map takes on a more realistic appearance, turn your attention to placing objects that will directly impact the gameplay.

Among these objects are explosive barrels, propane tanks, ammo piles, mounted weapons, and drivable vehicles. Before dropping these objects randomly, think how they will be used during a match, taking into account their location, the direction they face, and their proximity to spawn points. Also, don't go overboard. If you load a map with too many explosive or flammable objects, it can seriously reduce the map's performance, resulting in choppy gameplay. Even if your map is beautiful, if it doesn't play smoothly, it won't be fun.



INTERACTIVE OBJECTS LIKE MOUNTED WEAPONS CAN DISRUPT THE BALANCE OF ANY MAP, SO PUT SOME CAREFUL THOUGHT INTO THEIR IMPLEMENTATION.

**TIP** If you're new to map-making, emphasize symmetry in your design to help keep the gameplay balanced. Start by cutting the map down the center with some sort of boundary (such as a road), and apply the same objects on each side—if you put two ammo piles on the left side of the road, put two on the right side, and so on.

## MEMORY AND PERFORMANCE

The bar at the top of the screen is where the map's vital statistics are displayed. The memory meter status bar in the top left tracks how much memory you've used and how much you have left. Every object



WHILE BUILDING YOUR MAP, KEEP AN EYE ON THE THREE METERS AT THE TOP OF THE SCREEN TRACKING MEMORY USE AND PERFORMANCE.

and texture applied to the map takes up memory, and there's a finite amount available. So keep an eye on this meter while building. If you run out of memory, no more changes can be made to the map until objects are removed. At the center of the bar is the object meter. Every object in the map is assigned a point value, appearing as an orange bracketed number beneath the meter when selected. This meter tracks the accumulation of these points, and if the meter is completely full, no more objects can be added.



## MEMORY AND PERFORMANCE (CONTINUED)



**FIRES AND VARIOUS LIGHTING CONDITIONS CAN IMPACT PERFORMANCE. SO TEST YOUR MAP OUT BY GOING PYRO DURING A SUNRISE.**

The colored bar on the right tracks performance. This is best observed when testing the map in first-person mode. Various factors can affect the performance of a map, such as lighting conditions, the number of objects in an area, explosions, and fire. Watch the arrow at the bottom of the meter to gauge the performance. If it hovers anywhere near the red zone for long periods, consider making a change to improve performance. For optimal performance, the map should run in the green and yellow zones at all times.

## Playable Zone



**SETTING THE PLAYABLE ZONE KEEPS THE ACTION FOCUSED AND PREVENTS PLAYERS FROM WANDERING OFF AND GETTING LOST.**

Next, choose the *Playable Zone* option from the main radial menu. The playable zone is an invisible border intended to keep the players from wandering off the side of the map. It's also an excellent way to keep them focused on the match. If they cross this line, they'll be warned and given a few seconds to return to the playable area—if they don't they die. By default the playable zone follows the map's edge, but you'll want to constrict it even further to prevent players from seeing the edge of the world. As with the roads, you can add points to this border and drag the border into a custom shape encompassing the areas you've designed for play. It's always nice to provide players with some visual cue so they know where these invisible boundaries are before they cross them. Consider building a fence or raising impassable mountains along the playable zone's border.

## Multiplayer Objects

One of the last steps of making a map involves setting spawn points and the locations of mode-specific objects. When making a Deathmatch map, you only need to place generic spawn



**CONSIDER CONSTRUCTING SMALL APR AND UFLB BASES FOR THE TEAM-BASED GAME MODES. PLACE THE TEAM'S SPAWN POINTS AROUND THEIR BASE.**

points. But you'll need at least twice as many spawn points as there are player slots. So if you're making an 8-player map, you'll need at least 16 spawn points. In Deathmatch, spawns occur randomly and there is no team-oriented gameplay to take into account, so evenly space the spawn points all over the map, preferably along the perimeter.

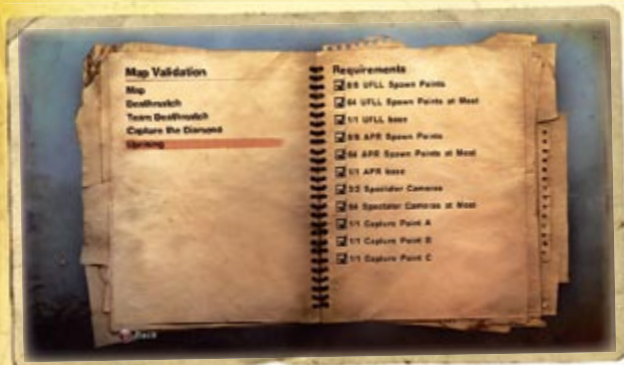


**FOR UPRISING MATCHES YOU MUST PLACE THREE CONTROL POINTS. MAKE SURE THESE AREAS HAVE SOME FORM OF COVER, OTHERWISE THE TEAM CAPTAINS WILL BE EXTREMELY VULNERABLE WHILE ATTEMPTING TO CAPTURE THEM.**

In the team-based game modes you must assign APR and UFLB spawn points as well as place various other objects. As for Deathmatch games, you'll need at least twice as many spawn points as there are players. But instead of placing them all over the map, keep a team's spawn points close together, with the APR base and spawns on one side of the map and the UFLB base and spawns on the opposite side. Consider placing a structure or some sort of signage marking each team's spawn area. This will help orient players when they first enter the game and warn opposing players to stay away. Bases come in handy for Capture the Diamond games too, providing a safe and secure location for each team's diamond station. If you want your map playable for Uprising matches, you must place three control points somewhere on the map. Usually it's best to place these somewhere in the middle, where both teams have an equal chance to capture them. Finally, place a few spectator cameras around the map. These provide a static viewpoint of the map, visible by players waiting to spawn. Try to focus these cameras on high-traffic areas likely to see heavy action. These cameras can be cycled through by the players, so provide multiple views, placing at least three or four cameras per map—you must have a minimum of two.



## Map Validation



GO THROUGH THE CHECKLIST OF REQUIREMENTS TO ENSURE YOUR MAP PASSES THE VALIDATION PROCESS FOR ALL FOUR GAME MODES.

When you've finished placing everything on the map, return to the map editor's main menu and select *Map Validation*. This option pulls up a list of requirements that must be fulfilled for each game mode—every requirement you've met has a check mark next to it. If one of the requirements is unchecked, go back into the editor and fix the problem. Completely validating a map is a crucial step, ensuring that everything works as intended. Furthermore, it may help improve the map's rating when uploaded. If a map isn't validated, it can still be uploaded, but the community probably won't appreciate it. So make a habit of validating every map you make. Plus, you get the *Mapper* achievement/trophy for validating your first map.

Drivable vehicles and ammo piles aren't required to validate a map, but adding them can significantly change the gameplay and flow of action. You can place a maximum of 6 vehicles and 10 ammo piles in a map.

### NOTE

## The Map Community



ONCE UPLOADED, YOUR MAP IS AVAILABLE TO ALL, APPEARING ON THE LIST OF RECENTLY ADDED MAPS.

Once you've finished a map, you can literally share it with the world by uploading it—but you must have an active Internet connection to do so. When you're ready to upload your map, go to *Map Community* and select *Publish My Maps*. Here you'll find a list of your saved maps. Select the map you want to upload and choose the *Publish* option. Your map will then be sent whizzing off to the central server, where other players can download, play, and rate it. Maps are judged on a star-based rating system, five stars being the highest and zero stars being the lowest. This rating system has been implemented to ensure only the best maps rise to the top. But if you don't get a five-star rating on your first attempt, don't be disappointed. After playing it and experiencing the map's problems firsthand, you can go back and edit the map and upload the updated version. It may take several attempts to work out balancing and gameplay issues, so don't get frustrated—professional map makers make hundreds of tweaks before a map is considered ready for public consumption. Other players can edit your map, too, in an attempt to improve it. But your work won't be forgotten. The original creator's signature always remains on the map, along with that of anyone who edited it. So if someone improves your map and scores a five-star rating, you'll both get credit.

Maps cannot be shared or accessed across platforms.

### NOTE

Maps generated on the Xbox 360 can only be downloaded and played on other Xbox 360 versions of *Far Cry 2*. PlayStation 3 maps and PC-generated maps aren't cross-platform compatible either.





# FAR CRY 2: BEHIND THE SCENES

## AFRICAN SAFARI

In July of 2007, members of the *Far Cry 2* development team embarked on a 12-day safari in Kenya and Tanzania. But this was no vacation—it was all for research. The team's goal was to soak in the sights and sounds of the continent to help ensure the game's environments were as authentic as possible. This meant recording hours of ambient sounds and shooting hundreds of reference photos while trekking through some of the most beautiful and treacherous landscapes on earth.

FARCRY2: BEHIND THE SCENES



TEAM PHOTO, FROM LEFT: L.P. PHARAND (PRODUCER), DEREK LEBRERO (FILMMAKER), TANZANIAN GUIDE, ANDRE VU (PRODUCTION MANAGER), AND ALEX AMANCIO (ARTISTIC DIRECTOR) POSING AT SERENGETI NATIONAL PARK.



NEAR THE KENYA-TANZANIA BORDER, THE TEAM MET WITH A MASSAI TRIBE. SOME OF THE MEN ENJOYED TRYING ON AMAURY'S HEADPHONES.



AMAURY LABURTHE (SOUND DESIGNER) WAS RESPONSIBLE FOR CAPTURING MANY OF THE AMBIENT SOUNDS HEARD IN THE GAME. THE TEAM WAS OFTEN ESCORTED BY ARMED GUARDS.



L.P. CONVERSING WITH A MASSAI MAN.





DEREK SHOT HOURS OF VIDEO FOOTAGE FOR THE TEAM'S REFERENCE AND THE ONLINE DEVELOPER DIARIES.



ALEX TOOK TONS OF REFERENCE PHOTOS TO HELP THE TEAM'S ARTISTS REPLICATE THE LOOK AND FEEL OF VARIOUS ENVIRONMENTS. HE EVEN TOOK CLOSE-UP SHOTS OF BARK ON TREES SO THE IN-GAME BARK TEXTURES WOULD MATCH UP WITH THEIR REAL-WORLD COUNTERPARTS. AS YOU CAN SEE IN THE FOLLOWING COMPARISON SHOTS, ALEX'S REFERENCE PHOTOS REALLY PAID OFF.



STORMY SKY: IN-GAME



STORMY SKY: REFERENCE PHOTO



SAVANNAH: IN-GAME



SAVANNAH: REFERENCE PHOTO





ROAD: REFERENCE PHOTO



ROAD: IN-GAME



WHEN ALEX TOOK THIS PHOTO, HE WAS CLOSE ENOUGH TO HEAR THE GROWLS AND GNASHING OF TEETH AS THESE LIONS ENJOYED A FRESH KILL.

## CONCEPT ART

In addition to the African reference photos, the team's artists also drew inspiration from concept art to capture the look of certain locations.



SAVANNAH



RIVER





DESERT



JUNGLE



CATTLE RANCH, LEBOA-SAKO



SHWASANA FISHING VILLAGE, LEBOA-SAKO



FUEL DEPOT, LEBOA-SAKO



NORTH RAILYARD, LEBOA-SAKO



JUNKYARD, LEBOA-SAKO



GOKA FALLS LODGE, LEBOA-SAKO





LAKE SEGULO, BOWA-SEKO



DOGON VILLAGE, BOWA-SEKO



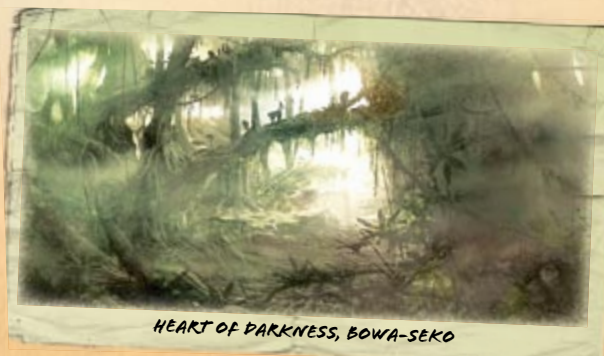
AIRFIELD, BOWA-SEKO



WEELEGOL VILLAGE, BOWA-SEKO



RAILWAY BRIDGE, BOWA-SEKO



HEART OF DARKNESS, BOWA-SEKO



## MAP COMPENDIUM

### LEBOA-SAKO (NORTHERN DISTRICT)



#### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



# BOWA-SEKO (SOUTHERN DISTRICT)



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLL HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## LEBOA-SAKO: NORTHWEST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



# LEBOA-SAKO: NORTH SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLL HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## LEBOA-SAKO: NORTHEAST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## LEBOA-SAKO: WEST SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## LEBOA-SAKO: PALA SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLL HQ             | Safe House       | Jackal Tape       |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Mike's Bar       | First Payment     |
| Town                | Cellular Antenna |                   |
| Guard Post          | Weapon Shop      |                   |

The orange diamond icons represent your first payment retrieved at either the lumber yard, fishing camp, slaughterhouse, or arena. You can only retrieve one of these four briefcases.

### NOTE



## LEBOA-SAKO: EAST SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



## LEBOA-SAKO: SOUTHWEST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



## LEBOA-SAKO: SOUTH SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLL HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## LEBOA-SAKO: SOUTHEAST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



# CENTRAL DESERT



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## BOWA-SEKO: NORTHWEST SECTOR

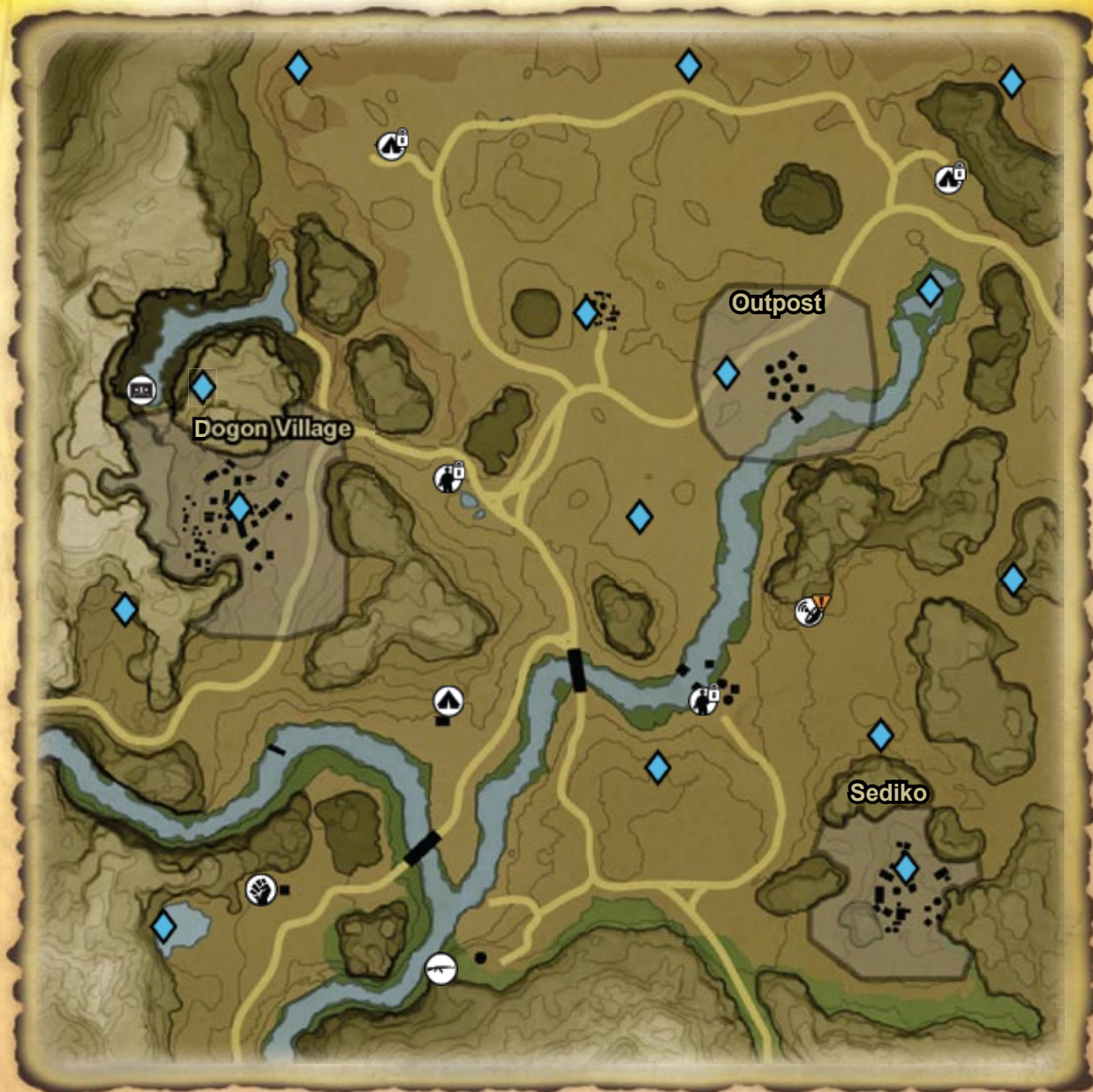


### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



# BOWA-SEKO: NORTH SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



## BOWA-SEKO: NORTHEAST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



# BOWA-SEKO: WEST SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## BOWA-SEKO: PORT SELAO SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



# BOWA-SEKO: EAST SECTOR



## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLL HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



## BOWA-SEKO: SOUTHWEST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Golden AK-47      |
| APR HQ              | Bus Station      | Diamond Briefcase |
| Underground HQ/Cell | Cellular Antenna | First Payment     |
| Town                | Weapon Shop      |                   |
| Guard Post          | Jackal Tape      |                   |



# BOWA-SEKO: SOUTH SECTOR

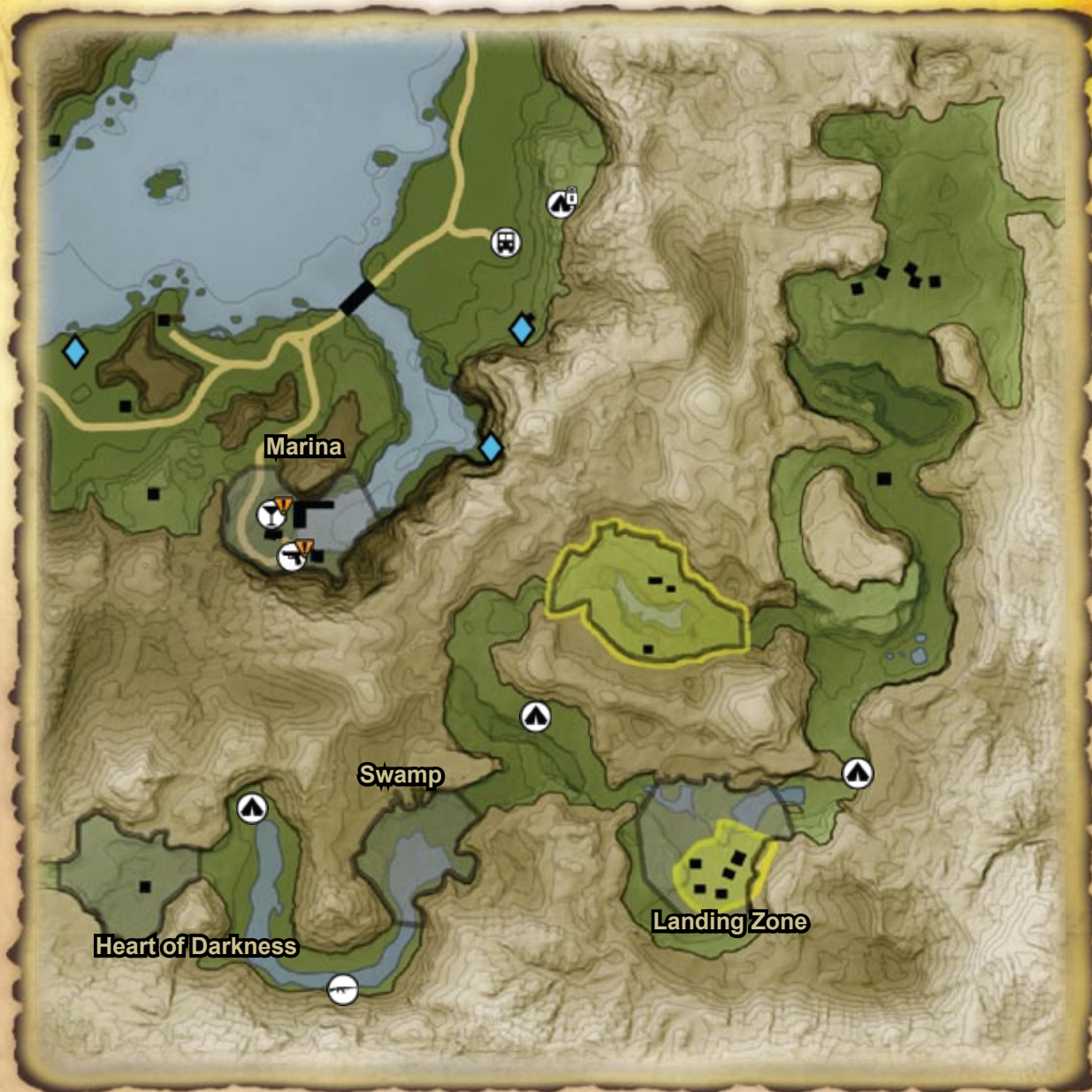


## Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Guard Post       | Weapon Shop       |
| APR HQ              | Safe House       | Jackal Tape       |
| Underground HQ/Cell | Bus Station      | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |



## BOWA-SEKO: SOUTHEAST SECTOR



### Legend

- |                     |                  |                   |
|---------------------|------------------|-------------------|
| UFLH HQ             | Safe House       | Jackal Tape       |
| APR HQ              | Bus Station      | Golden AK-47      |
| Underground HQ/Cell | Mike's Bar       | Diamond Briefcase |
| Town                | Cellular Antenna | First Payment     |
| Guard Post          | Weapon Shop      |                   |